

CLASSIFICATION	SERIAL NUMBER	AUTHORISATION (INITIALS)
AUTHOR		
INVESTIGATING DROID	AUTHORISATION CODE	

COMPUTER + VIDEO GAMES

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BOOK OF GAMES;

1987



TOP  
SECRET

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UNCLASSIFIED



COMPUTER + VIDEO GAMES BOOK OF GAMES 1987





Hi, there gamers. Melissa Ravenflame, co-ordinator of I.D.E.A.'s Central, here. If you've been wondering why your copy of Computer + Video Games is extra thick this month, it's because it contains our latest bumper Book of Games — 32 fun packed pages of listings. It's all yours for absolutely nothing.

Once again I've ordered the Bug Hunters into I.C.'s nuclear bomb proof security vaults deep beneath C+VG's offices to search out another selection of readers tapes to test out your programming skills and give you some fun at the same time. Hope you enjoy them as much as we enjoyed picking them.

Yours

*Melissa R.*

Melissa Ravenflame.

EDITOR:

*Paul Boughton*

DESIGN:

*BCW Designs.*

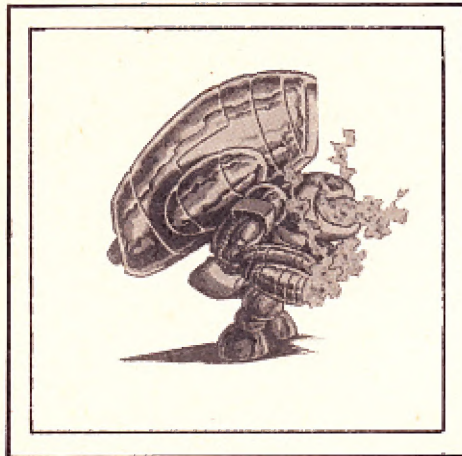
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CLASSIFICATION 468	SERIAL NUMBER 170	AUTHORISATION (INITIALS)
AUTHOR NEIL CLAPPISON		
INVESTIGATING DROID 9RILL	AUTHORISATION CODE 46 BLBH	NC



# BACK IN THE USSR

## SPECTRUM

You'll see red before you get Back to the USSR and home to Moscow with this unusual game from Neil Clappison.

The idea is quite simple. The computer pretends it has a modem attached and the player must somehow book a flight to the Soviet capital. But you'll have to keep your wits about you to find the right telephone numbers and codes to do so. But if you remain alert it's not impossible.

Key X can be used at most stages of the game to return to the main menu. UNMB, which is printed as option number two of the main menu, stands for User Network Message Board.

Any telephone number found in the game can be used but not all are necessary to complete it.

"All names and telephone numbers in the game are fictitious," says Neil, "except John Cleese, Andy Hollins and Viking Radio, which I'm a fan of."

Because Back to the USSR is a complex game we've printed the solution below. But have a go at the game before reading it.

### Back to the USSR — The Solution

Press any key after the instructions have been read and then hit key 2. This puts the player in touch with the User Network Message Board (UNMB).

Option 1 should be pressed several times until all the news items have been read. Any telephone numbers — for example, the Russian Embassy (333-56792) should be written down.

Now press option 2 and read the advertisements, again making a note of the companies and telephone numbers, in particular Hijack Holidays (001-13526) and Wet Nast (222-39394).

Press option 6 and return to the main menu. Press 1 and dial the Russian Embassy number. Enter the password "Commie." and note down any telephone numbers.

Terminate the connection by pressing X and return to the main menu. Now dial the Russian police and enter the password "Nick, Nick." This will list Soviet secret agents and which country they are in. The names given are undercover ones. Note down the ones for the UK. Return to the main menu.

By watching the news you will have noticed that James Gates, believed to be a Russian secret policeman, had been murdered. This means your false name is Michael Durham.

Press 1 and ring Wet Nast Bank, enter the password "Royal Mint" and two screens of customers and account numbers will be listed. One of them will be in your name. Note your account number. Press X on the second screen.

Press 1 and dial 001-13526 for Hijack Holidays and enter the password "Ice Cream." Now press 4 to book a flight to Moscow and enter your back account number.

The game is now completed.

```
220 PRINT AT 20,12;"DIAL 00R
EM BACK IN THE USSR
  by Neil Clappison.
10 POKE 23609,1: POKE 23561,10
: POKE 23562,1: POKE 23458,8
20 BORDER 0: PAPER 0: CLS : IN
K 4
25 FOR F=USR "A" TO USR "C"+7:
READ A: POKE F,A: NEXT F: DATA
192,240,60,31,31,60,240,192,0,24
```

```
,24,0,0,24,24,0,32,80,32,0,0,0,0
,0
30 RESTORE 1001: CLS : PRINT "
THE STORY SO FAR....": PRINT "
40 READ I*: FOR F=1 TO 320: PR
INT I*(F): IF F=32 OR F=64 OR F
=96 OR F=128 OR F=160 OR F=192 O
R F=224 OR F=256 OR F=288 OR F=3
20 THEN BEEP .2,55
45 BEEP .01,-25: NEXT F
```

```
47 PAUSE 0
50 REM SET UP COMPANIES
55 CLS
60 GO SUB 2000
70 REM PRINT MENU SCREEN
80 GO TO 2100
200 REM DIAL SCREEN
205 FOR R=0 TO 100: NEXT R
210 PRINT AT 10,18;" "
220 PRINT AT 20,12;"DIAL NOW:"
```



```

230 PRINT AT 21,11;"<---/----->
"
240 LET X=12: LET P$=""
250 LET N$=INKEY$
255 IF N$="X" THEN PRINT AT 20
,12;" ";AT 21,11;"
": GO TO 2100
260 IF INKEY$="" THEN GO TO 25
0
270 IF CODE N$<48 OR CODE N$>57
THEN GO TO 250
280 PRINT AT 21,X;N$: LET P$=P$
+N$
285 BEEP .01,40
290 LET X=X+1: IF X=15 THEN LE
T X=16
300 IF X=21 THEN GO TO 400
305 FOR R=0 TO 15: NEXT R
310 GO TO 250
390 REM CHECK PHONE NUMBERS
400 FOR Y=0 TO 80: NEXT Y: FOR
G=1 TO 2
403 FOR U=1 TO 2: FOR R=20 TO 2
2: BEEP .01,F: NEXT R: NEXT U: F
OR R=0 TO 30: NEXT R
405 FOR U=1 TO 2: FOR R=20 TO 2
2: BEEP .01,R: NEXT R: NEXT U: F
OR R=0 TO 30: NEXT R
406 FOR R=0 TO 90: NEXT R
407 NEXT G
410 IF P$="22239394" THEN GO T
O 3000
420 IF P$="00113526" THEN GO T
O 3200
430 IF P$="79985322" THEN GO T
O 3500
440 IF P$="33356792" THEN GO T
O 3700
450 IF P$="22123453" THEN GO T
O 4000
460 IF P$="29355324" THEN GO T
O 4050
470 IF P$="99912345" THEN GO T
O 4100
480 IF P$="26798334" THEN GO T
O 4200
490 IF P$="04876800" THEN GO T
O 4300
999 GO TO 200
1000 REM DATA
1001 DATA "YOU ARE A RUSSIAN AGE
NT WHO HAD RECENTLY BEEN SENT TO
BRITAIN TO CATCH A TRAITOR TO YO
UR COUNTRY. YOU DID THIS SUCCESSF
ULLY, BUT LOST YOUR WALLET IN T
HE PROCESS. YOUR WALLET CONTAINED
YOUR VITALITIES FOR GETTING HO
ME, TWO OF THESE WERE YOUR FA
LSE NAME AND BRITISH BANK ACCO
UNT NUMBER. YOU MUST NOW RETURN
TO RUSSIA."
2000 REM COMPANIES
2010 LET A$="*****HIJACK HOL
IDAYS*****
PASSWORD --- ---
---
2020 LET B$="### WETNAST BANK
### MANAGER R.SNOB
SWORTHY ### PASSWORD --
--- ---
2030 LET C$="%% % RUSSIAN EM
BASSY % %%
PASSWORD -----"
2040 LET RUSSIAN P
PASSWORD --- ---
---
2050 LET E$="USER NETWORK MESSAG
E BOARD"
2060 RETURN
2100 FOR R=0 TO 200: NEXT R: CLS
: REM MENU SCREEN
2110 PRINT AT 10,12;"SELECT"
2120 PRINT TAB (11);"*---*---*"
2130 PRINT TAB (12);"<1> DIAL"
2140 PRINT TAB (12);"<2> UNMB"
2150 PRINT AT 10,18;" "
2160 IF INKEY$="1" THEN GO TO 2
00
2170 IF INKEY$="2" THEN GO TO 2
200

```

```

2180 PRINT AT 10,18;" "
2190 GO TO 2150
2200 REM USER NETWORK MESSAGE BO
ARD
2210 CLS : PRINT E$
2220 PRINT "MENU"
2230 PRINT "====="
2240 PRINT "<1> NEWS"
2250 PRINT "<2> ADVERTISEMENTS"
2260 PRINT "<3> MESSAGES"
2270 PRINT "<4> D.I.Y. TIPS"
2280 PRINT "<5> KIDS JOKES"
2290 PRINT "<6> EXIT"
2295 PRINT AT 3,4;" "
2310 IF INKEY$="1" THEN GO TO 2
400
2320 IF INKEY$="2" THEN GO TO 2
500
2330 IF INKEY$="3" THEN GO TO 2
600
2340 IF INKEY$="4" THEN GO TO 2
700
2350 IF INKEY$="5" THEN GO TO 2
800
2355 IF INKEY$="6" THEN GO TO 9
999
2360 PRINT AT 3,4;" "
2370 GO TO 2295
2400 CLS : PRINT TAB (9);"N E
W S"; OVER 1;AT 0,9;"
": PRINT
2410 LET F$="THERE HAS BEEN AN A
IR CRASH OVER THE MOUNTAINS OF RU
SSIA. OVER 100 PEOPLE WER
E ON BOARD THE TYPE 131 PLANE.
CASUALTIES 4 DEAD
13 SERI
OUS INJURIES 83 MIND
R INJURIES RING RUSSIAN EMBAS
SY ON 333-56792 FOR INFO
RMATION OF FRIENDS OR RELATIV
ES"
2420 LET G$="A TRIAL IN IRELAND
HAD BEEN CONSTANTLY INTERRUPT
ED TODAY WITH SCENES OF ROWD
YISM. AFTER OVER AN HOUR THE JU
DGE DECLARED 'THE NEXT PERSON TO
INTERRUPT THIS TRIAL WILL BE
THROWN OUT' AT WHICH THE DEFEND
ANT STOOD UP AND YELLED 'HOORAY!'
"
2430 LET H$="SARAH KEAYS ISSUED
2 MEMOIRS OF HER 2 OTHER SECRET
LOVERS, PRESIDENT REAGAN &
MR. GORBACHOVIN THEM SHE TELLS O
F THE LORRY LOADS OF GRECIAN 20
00 DELIVERED TO THE WHITEHOUSE A
ND HOW SHE ACCIDENTLY SPILT RI
BENA ON GORBACHOV'S HEAD."
2440 LET J$="AT LAST! A WINNER T
O THE DAILY MIRROR'S MILLION PO
UND BINGO. MR. BOB MAXWELL SAID
HE COULDN'T BELIEVE HIS LUCK!"
2445 LET K$="JAMES GATES' BODY W
AS FOUND BRUTALLY MURDERED T
ODAY IN THE STREETS OF LIVERPOO
L. THE MURDERER IS UNK
NOWN AND POLICE ARE INVESTIG
ATING THE CASE. MR. GATES WAS B
ELIEVED TO BE WORKING FOR THE
RUSSIAN SECRET POLICE."
2450 LET N=INT (RND*(5)+1)
2460 IF N=1 THEN PRINT F$: PAUS
E 0: GO TO 2200
2470 IF N=2 THEN PRINT G$: PAUS
E 0: GO TO 2200
2480 IF N=3 THEN PRINT H$: PAUS
E 0: GO TO 2200
2490 IF N=4 THEN PRINT J$: PAUS
E 0: GO TO 2200
2495 PRINT K$: PAUSE 0: GO TO 22
00
2500 REM ADVERTISEMENTS
2510 CLS
2530 PRINT "OLOP'S, THE HOLE WIT
H THE MINT"
2540 PRINT "LISTEN TO VIKING R
ADIO FOR THE VERY BEST IN MUSIC,
!"
2550 PRINT "CHUG CHUG TAXI'S.
TEL 221-23453"

```

```

2560 PRINT "HIJACK HOLIDAYS.
TEL 001-13526"
2570 PRINT "HAVE A BREAK-
HAVE A PICKLED ONI
ON"
2580 PRINT "**** FEED THE ST
ARVING ****"
2585 PRINT "WETNAST BANK-WE WA
NT YOUR MONEY. TEL:222/39394"
2590 PAUSE 0: GO TO 2200
2600 REM MESSAGES
2610 CLS
2620 PRINT "FRED. ITS JOAN, GET
OFF THAT COMPUTER AND GET M
AKING MY TEA I'LL BE HOME IN HA
LF AN HOUR."
2630 PRINT "CAN ANYONE TELL ME
WHAT TO DO WITH MYSTERIO IN S
PIDERMAN?"
2640 PRINT "FOR A GOOD TIME, PH
ONE ME ON 293-55324"
2650 PRINT "SORD M5 FOR SALE. O
NLY #40. CONTACT NEIL ON 04
8-76800"
2660 PRINT "ANYONE FOUND MY GO
LD WATCH? I'M WAITING FOR IT AT
THE COP SHOP"
2670 PAUSE 0: GO TO 2200
2700 REM D.I.Y. TIPS
2710 CLS
2720 PRINT "TODAY WE WILL LEARN
HOW TO CONNECT ONE THING TO
ANOTHER."
2730 PRINT "HERE IS ONE WAY OF
DOING THIS."
2740 PRINT "THE HAMMER & NAIL"
2750 PRINT "POSITION NAIL POINTE
D END DOWN ON OBJECT. PLACE THAT
OBJECT IN YOUR LEFT HAND WHILE
HOLDING THE OTHER OBJECT IN THE
RIGHT HAND. PICK UP HAMMER WITH
YOUR OTHER HAND MEANWHILE HOLDI
NG BOTH OBJECTS IN POSITION,
WITH YOUR RIGHT KNEE AND LEFT
EAR. NOW RAISE HAMMER AT AN A
NGLE OF 45 ABOVE THE HEAD AND
BRING DOWN AT A VELOCITY OF 1
M/S. DIRECT THE HAMMER TO THE H
EAD OF THE NAIL THEREFORE INSE
RTING THE NAIL INTO BOTH THE
OBJECTS"
2760 PAUSE 0: GO TO 2200
2800 CLS : REM KIDS JOKES
2810 PRINT "WHAT GOES BLACK & W
HITE, BLACK & WHITE, BLACK & WHITE
....?"
2820 PRINT "A NUN ROLLING DOWN A
HILL"
2830 PRINT "WHY DID PADDY THRO
W THE BUTTER OUT OF THE WINDOW
?"
2840 PRINT "BECAUSE HE WANTED TO
SEE A BUTTERFLY"
2850 PRINT "IF A BUTTERCUP IS
YELLOW, WHAT COLOUR IS A HICCU
P?"
2860 PRINT "BURPLE."
2870 PRINT "IF A MAN WAS BORN
IN INDIA, LIVED IN CHINA, WORKED IN
AMERICA AND DIED IN EUROPE, WHA
T IS HE?"
2880 PRINT "DEAD."
2890 PAUSE 0: GO TO 2200
3000 REM WETNAST BANK
3010 CLS : PRINT B$
3020 LET X=14: LET Q$=""
3030 LET N$=INKEY$
3040 IF N$="" THEN GO TO 3030
3045 IF N$(1)="X" THEN GO TO 99
99
3050 IF CODE N$<65 OR CODE N$>90
THEN GO TO 3030
3060 PRINT AT 2,X;N$: LET Q$=Q$+
N$
3065 BEEP .01,40
3070 LET X=X+1: IF X=19 THEN LE
T X=20
3080 IF X=24 THEN GO TO 3100
3085 FOR R=0 TO 10: NEXT R
3090 GO TO 3030
3100 REM CODE CRACKED?

```



```

3110 LET R$="pmw_jkglr"
3120 FOR T=1 TO LEN R$
3130 IF CODE Q$(T)=CODE R$(T)-30
  THEN NEXT T: GO TO 3150
3140 BEEP .05,30: GO TO 3000
3150 FOR P=0 TO 50: NEXT P: REM
PRINT INFO
3160 FOR R=0 TO 10: NEXT R: CLS
: PRINT "NAME:-","ACCOUNT NO.:"
"
3170 PRINT "ANDREW HOLLINS","
22354565" "LAURIE BEARFIELD"
:" 33466355" "MARK TAYLOR","
46523695" "LEE DONKIN"," 673
84872" "JOHN CLEESE"," 022223
54"
3175 PRINT #0;" ANY
KEY": PAUSE 0: CLS : PRINT "NA
ME:-","ACCOUNT NO.:-"
3180 PRINT "STEVEN WRIGHT","
23893458" "MICHAEL DURHAM","
55424987" "MARJORIE DOOR","
43225453" "SHARON CANSFIELD","
66865437" "NICOLA APPELEGATE"
:" 87345672"
3185 PRINT AT 21,0;" X-TERM
INATE//ANY KEY": IF INKEY$="X" T
HEN GO TO 9999
3187 IF INKEY$<>"X" AND INKEY$<>
" THEN GO TO 3160
3189 GO TO 3185
3200 REM HIJACK
3210 CLS : PRINT A$
3220 LET X=10: LET Q$=""
3230 LET N$=INKEY$
3240 IF N$="" THEN GO TO 3230
3245 IF N$(1)="X" THEN GO TO 99
99
3250 IF CODE N$<65 OR CODE N$>90
THEN GO TO 3230
3260 PRINT AT 2,X;N$: LET Q$=Q$+
N$
3265 BEEP .01,40
3270 LET X=X+1: IF X=13 THEN LE
T X=14
3280 IF X=19 THEN GO TO 3300
3285 FOR R=0 TO 10: NEXT R
3290 GO TO 3230
3300 REM CODE CRACKED ?
3310 LET R$="gacapc_k"
3320 FOR T=1 TO LEN R$
3330 IF CODE Q$(T)=CODE R$(T)-30
THEN NEXT T: GO TO 3350
3340 BEEP .05,30: GO TO 3200
3350 FOR P=0 TO 50: NEXT P
3355 PRINT "1. JAPAN.....
.....#249"
3360 PRINT "2. NEW YORK.....
...#197" "3. BARCELONA.....#
167" "4. MOSCOW.....#299
" "5. CANADA.....#200"
3365 PRINT AT 17,0;"PRESS 'B' TO
BOOK A FLIGHT."
3370 PRINT AT 21,0;" X-
TERMINATION"
3375 IF INKEY$="B" THEN GO TO 3
400
3380 IF INKEY$="X" THEN GO TO 9
999
3390 GO TO 3375
3400 REM BOOK A FLIGHT
3410 PRINT AT 21,0;"
";AT 17,0;" "
3420 PRINT AT 17,0;"ENTER FLIGHT
NUMBER:"
3430 IF CODE N$<49 OR CODE N$>53
THEN LET N$=INKEY$: GO TO 3430
3440 PRINT N$
3450 INPUT "ENTER BANK ACCOUNT N
O.:"; LINE Z$
3460 IF LEN Z$<>8 THEN GO TO 34
50
3470 IF Z$="55424987" AND N$<>"4
" THEN PRINT AT 17,0;"OKAY! FLI
GHT ";N$;" IS BOOKED.": GO TO 99
99
3475 IF Z$="55424987" AND N$="4"
THEN PRINT AT 17,0;"OKAY! FLIG

```

```

HT 4 IS BOOKED.": GO TO 5000
3480 IF Z$(1)="X" THEN GO TO 99
99
3490 GO TO 3450
3500 REM RUS.POLICE
3510 CLS : PRINT D$
3520 LET X=10: LET Q$=""
3530 LET N$=INKEY$
3540 IF CODE N$<65 OR CODE N$>90
THEN GO TO 3530
3550 IF N$(1)="X" THEN GO TO 99
99
3560 PRINT AT 2,X;N$: LET Q$=Q$+
N$
3565 BEEP .01,40
3570 LET X=X+1: IF X=14 THEN LE
T X=15
3580 IF X=19 THEN GO TO 3600
3585 FOR R=0 TO 10: NEXT R
3590 GO TO 3530
3600 REM CODE CRACKED?
3610 LET R$="lgailgai"
3620 FOR T=1 TO LEN R$
3630 IF CODE Q$(T)=CODE R$(T)-30
THEN NEXT T: GO TO 3650
3640 BEEP .05,30: GO TO 3500
3650 FOR P=0 TO 50: NEXT P
3660 CLS : PRINT D$
3670 PRINT AT 2,0;"AGENTS:-
LOCATION:-"
3680 PRINT "SVOK NORATZ
SWEDEN " "BUZZ SCHWARTZNI
G U.S.A. " "DAVID JOHNS
ON WALES " "MICHAEL
DURHAM U.K. " "JAM
ES GATES U.K. "
"NJIS DSRIDMV CZECH.
" "YING-TONG-TIDDLE-I-FO CH
INA " "UMGA DIAWADDA
AFRICA " "LEON SCHWITZEN
GERMANY"
3690 PRINT AT 21,0;" X-T
ERMINATION": IF INKEY$="X" THEN
GO TO 9999
3695 GO TO 3690
3700 REM RUS.EMBASSY
3710 CLS : PRINT C$
3720 LET X=10: LET Q$=""
3730 LET N$=INKEY$
3740 IF N$="" THEN GO TO 3730
3750 IF CODE N$<65 OR CODE N$>90
THEN GO TO 3730
3755 IF N$(1)="X" THEN GO TO 99
99
3760 PRINT AT 2,X;N$: LET Q$=Q$+
N$
3765 BEEP .01,40
3770 LET X=X+1: IF X=16 THEN GO
TO 3800
3780 FOR R=0 TO 10: NEXT R
3790 GO TO 3730
3800 REM CODE CRACKED
3810 LET R$="amkkgc"
3820 FOR T=1 TO LEN R$
3830 IF CODE Q$(T)=CODE R$(T)-30
THEN NEXT T: GO TO 3850
3840 BEEP .05,30: GO TO 3700
3850 FOR P=0 TO 50: NEXT P
3860 CLS : PRINT C$: PRINT AT 2,
0;"5 ENGLISH PEOPLE WITH MINOR
INJURIES"
3870 PRINT "PHILIP WHITE AGED
39" "JOAN PEERS AGED 46" "JOHN
BROWNS AGED 56" "JUNE WHITEHUR
ST AGED 64" "MARIE DIXON AGED 6
1"
3875 PRINT AT 21,0;"ANY KEY FOR
OTHER PHONE NUMBERS": PAUSE 0: F
OR P=0 TO 10: NEXT P
3880 CLS : PRINT C$: PRINT AT 2,
0;"RUSSIAN NUMBERS":AT 3,0;"----
-----"
3890 PRINT "HOSPITAL- 999-12
345" "POLICE- 799-85322" "AI
RPORT- 267-98334"
3900 PRINT AT 21,0;" X-TE
RMINATION": IF INKEY$="X" THEN
GO TO 9999
3910 GO TO 3900

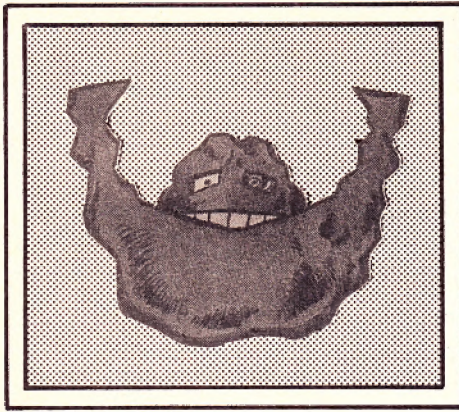
```


```

4000 REM CHUG CHUG TAXI'S
4010 CLS : PRINT INK 6; PAPER 1
;" CHUG CHUG CHUG CHUG CHUG CHU
G ****TAXI'S***
"
4020 PRINT " SORRY BUSIN
ESS SHUT!"
4030 PRINT " WE'VE GOT A
FUNCTURE!"
4040 PRINT "*****"
*****" : GO TO 9999
4050 CLS : REM GOOD TIME
4060 PRINT "HI THERE,SO YOU WANT
A GOOD TIME": FOR R=0 TO 50: NE
XT R: PRINT "WELL-OKAY!"
4065 FOR R=0 TO 100: NEXT R
4070 PRINT "WHAT DO LADY SHEEP
WEAR ? EWE-NIFORMS."
4075 FOR R=0 TO 100: NEXT R
4080 PRINT "HOW DO YOU GET 2 W
HALES IN A MINI?
DRIVE DOWN THE MO
TORWAY"
4085 FOR R=0 TO 100: NEXT R
4090 PRINT "WHAT DO YOU GET IF
YOU DIAL 424784131838357434
383487413367 ? A BLISTER ON YOUR
FINGER!"
4095 FOR R=0 TO 100: NEXT R: GO
TO 9999
4100 REM RUS.HOSPITAL
4105 FOR P=0 TO 50: NEXT P
4110 CLS : PRINT INK 7; PAPER 2
;"!!!!!! HOSPITAL !!!!!!!
!!"
4120 PRINT "
4130 PRINT "ALL ENGLISH PASSENGE
RS THAT WEREINVOLVED IN THE RUSS
IAN AIR CRASH ARE SLIGHTLY B
RUISED BUT NOT SERIOUS.THEY ARE
ALL IN A VERY STABLE CONDITIO
N AND THERE IS NO CAUSE FOR WORR
Y,THEY WILL RECOVER VERY SHORTLY
."
4140 PRINT AT 21,0;" X-T
ERMINATION": IF INKEY$="X" THEN
GO TO 9999
4150 GO TO 4140
4200 CLS : REM AIRPORT
4205 FOR P=0 TO 50: NEXT P
4210 PRINT INK 5;"IRPORT~::~~::~~
4220 PRINT "
4230 PRINT "ALL CASUALTIES INVOL
VED IN THE AIR CRASH HAVE BEEN
MOVED TO THEHOSPITAL."
4240 PRINT AT 21,0;" X-T
ERMINATION": IF INKEY$="X" THEN
GO TO 9999
4250 GO TO 4240
4300 REM SORD M5
4310 CLS : PRINT "SORRY! MY SORD
IS SOLD,FORGOT TOTAKE MY MESSAG
E OUT!": FOR R=0 TO 100: NEXT R:
GO TO 9999
5000 REM YOU HAVE WON
5010 FOR R=0 TO 50: NEXT R
5020 CLS
5030 PRINT AT 1,0;"*****"
*****"
5040 PRINT " YOU HAVE MADE I
T BACK TO MOSCOW,WHERE YOUR
CHIEF CONGRATULATES YOU
ON YOUR SUCCESSFUL MISSIO
N AND WELCOMES YOU HOME!"
5050 PRINT AT 1,1;"WELL DONE"
5055 FOR P=0 TO 50: NEXT P
5060 PRINT AT 17,0;"FLASH 1:"YOU
MADE IT BACK TO THE U.S.S.R."
5070 GO TO 5030
9998 STOP
9999 PRINT INK 7;AT 21,0;"####
CONNECTION TERMINATED####": FO
R P=0 TO 50: NEXT P: GO TO 2100

```





	CLASSIFICATION	VX6	SERIAL NUMBER	728	AUTHORISATION
	AUTHOR				(INITIALS)
	ANGELA SUTHERLAND				AS
	INVESTIGATING DETAIL	AUTHORISATION CODE			
Big Red		XYBA71			

# ROTATING BALL

## COMMODORE AMIGA

This is the first time C+VG has ever printed a listing for the Commodore Amiga. We'll be very interested to know what you think.

It's not strictly a game we think you'll find this listing fun. This program builds the famous Amiga bouncing ball pixel by pixel on a 32 colour screen, then rotates it by changing the colours in the palette.

Angela's original idea was to make it bounce as well using the screen GET and PUT. Unfortunately, the resulting flicker completely spoiled the effect. But if you want to play around the the program you may be able to find away to make the ball bounce without a flicker.

The new window won't open unless you use preferences to set the text to 80 columns. This is a good idea in any case as it will make it easier to type the program in.

Each command is followed by a REM statement telling you exactly what's going on. You don't have to type these in, but it could be helpful.

```

rad      = 50          'This sets the size of the ball (MAX 93)
rad2     = rad^2
scale    = 128         'This sets the size of the pattern on the ball
scale4   = scale/4
norm     = 2*3.141592/scale '2 * pi radians in a full circle

SCREEN 1,320,200,5,1    'Opens a 32 colour screen
WINDOW 2,"AMIGA BALL", (0,0)-(297,186),31,1 'Open a full size window

FOR y = -rad TO rad     'Count horizontal lines
  y2=y^2
  FOR x = -rad TO rad   'Count pixels
    IF SQR(x^2+y2)<rad THEN 'Are we inside circle?
      tmp=x/SQR(rad2 - ABS(y2)) 'Now map the raster coords onto
      xres =ATN(tmp/SQR(1-tmp^2))/norm 'a sphere (a bit cumbersome
      tmp=y/rad 'owing to lack of arcsine
      yres =ATN(tmp/SQR(1-tmp^2))/norm 'in Amiga basic).
      col=xres+scale4
      IF (yres+scale4)MOD 16 < 8 THEN col = col+8 ' Make it chequered
      col = col MOD 16 ' Colour 0 to 15
      PSET (x+rad,y+rad),4+col 'Now write it into current window
    END IF
  GOSUB rotate 'Remove this line to make pic build faster!
NEXT x
NEXT y

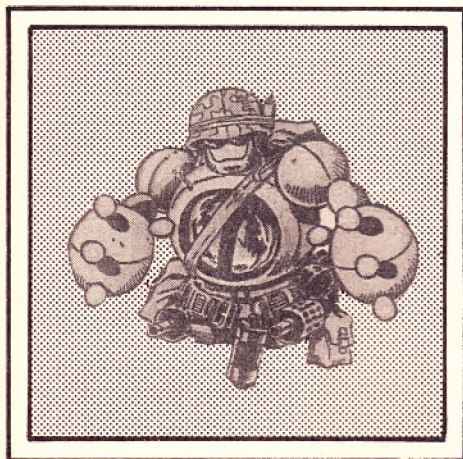
loop: 'Wait here rotating the ball !
  GOSUB rotate

```



GOTO loop

```
rotate:      'This rotates alternate red and white through the palette
PALETTE c+4,1,1,1      'WHITE
PALETTE 4+(c+8)MOD 16,1,0,0      'RED
c=c+1:IF c>15 THEN c=0      'Rotate through palette
RETURN
```



CLASSIFICATION 67B	SERIAL NUMBER 891	AUTHORISATION (INITIALS)
AUTHOR RIK BEAVEN		
INVESTIGATING DIVISION Otis	AUTHORISATION CODE WDX 73X	

# DOME BUGGY

## CBM 64

Is the dome doomed? Will those killer Kraalians beat the Buggy? Only you can find out if you type in Dome Buddy.

The evil Kraalians are dropping ecto-plasmic residue bolts onto your dome, destroying it piece by piece in an attempt to get to the energy cells which power the planet.

You in your buggy must try and replace the bricks in the dome as they are destroyed. By positioning the buggy over a gap in the dome a replacement block can be dropped. Every 1,000, 2,000 and 3,000 points etc the player advances one level. The higher level, the thinner the dome. There are three skill levels, optional sound and high score table.

Dome Buggy features user-defined graphics so check with your Commodore manual to make sure you hit the right keys — and a fully defined character set.

### Dome Buggy Variables and Notes

Hi: High Score  
 BY\$: High score name  
 HF: High Frequency  
 LF: Low Frequency  
 D: Duration  
 DH%: Title screen array  
 A\$: First line of graphics  
 B\$: Second line of graphics  
 C\$: Third line of graphics  
 D\$: Fourth line of graphics  
 P: Buggy position  
 TA: Target Score  
 CO: Colour difference  
 BP: Box position  
 SC: Score  
 L: Graphics for screen no.  
 LL: Level  
 RK: Title screen  
 B: Bolt position  
 DD: Dome depth  
 DR: Drop buggy?  
 0-14: Title screen 1

**DOWNGRADED  
TO  
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30-47: Read UDGs  
 50-128: UDG data  
 201-204: Title screen 2  
 210-330: Read IRQ music m/c  
 330-3990: IRQ music m/c data  
 440-900: Music data  
 930-956: Title screen 3 data  
 970-992: Kraalian sound m/c  
 995: Read screens 1-5 data graphics  
 2000-2110: Screen graphics  
 4000-6108: Animated title screen  
 6115-6199: Game initialisation  
 6200-6203: Endgame check  
 6210-6275: Drop buggy  
 6300-6350: Update Kraalian  
 6355-6400: Update bolt position  
 6405-6500: Input routine  
 6500-6620: Right  
 6700-6825: Left  
 7000-7035: Drop box  
 7500-7550: Update box position  
 8000-8050: Box strength  
 10000-10090: New High Score  
 10100-10110: Explosion

**DOWNGRADED  
TO  
UNCLASSIFIED**

```

0 HI=1000:BY#="RIK":POKE53272,21
:PRINTCHR$(14):POKE650,128:POKE5
3281,0
1 PRINT"X";TAB(9)"X"
2 PRINTTAB(9)"X"
3 PRINTTAB(9)"X"
4 PRINTTAB(9)"X"
5 PRINTTAB(9)"X"
6 PRINTTAB(9)"X"
7 PRINTTAB(9)"X"
8 PRINTTAB(9)"X"
9 PRINTTAB(9)"X"
10 PRINTTAB(9)"X"
11 PRINTTAB(8)"X"
12 PRINTTAB(17)"X"
13 PRINTTAB(13)"X"
14 PRINTTAB(10)"X"
30 FORT=0T0215:READA:POKE14336+T
,A:NEXT:FORT=1T08:POKE14591+T,0:
NEXT
47 FORT=1T0160:READA:POKE14719+T
,A:NEXT:FORT=0T07:READA:POKE1470
4+T,A:NEXT
50 DATA 255,255,254,243,255,255,
255,255
52 DATA 56,68,130,254,130,130,13
0,,252,66,66,124,66,66,252,
56 DATA 56,68,128,128,128,68,56,
,248,68,66,66,66,68,248,
60 DATA 254,64,64,120,64,64,254,
,254,64,64,120,64,64,64,
64 DATA 60,66,128,142,130,68,56,
66 DATA 130,130,130,254,130,130,
130,
68 DATA 56,16,16,16,16,16,56,,14
,4,4,132,132,72,48,
72 DATA 130,132,136,144,168,196,
130,
74 DATA 128,128,128,128,128,128,
254,
76 DATA 130,198,170,146,130,130,

```

```

130,
78 DATA 130,194,162,146,138,134,
130,
80 DATA 56,68,130,130,130,68,56,
82 DATA 252,130,130,252,128,128,
128,
84 DATA 56,68,130,130,138,68,58,
86 DATA 252,130,130,252,224,152,
134,
88 DATA 124,130,128,124,2,130,12
4,,254,16,16,16,16,16,16,
92 DATA 130,130,130,130,130,68,5
6,,130,130,68,68,40,40,16,
96 DATA 130,130,130,146,170,198,
130,,130,68,40,16,40,68,130,
98 DATA 130,68,40,16,16,16,16,,2
54,4,8,16,32,64,254,
100 DATA 124,130,130,130,130,130
,124,,8,8,8,8,8,8,
104 DATA 124,130,2,124,128,128,2
54,
106 DATA 124,130,2,124,2,130,124
,,130,130,130,254,2,2,2,
110 DATA 254,128,128,252,2,130,1
24,
112 DATA 124,130,128,252,130,130
,124,,254,2,2,2,2,2,
116 DATA 124,130,130,124,130,130
,124,
118 DATA 124,130,130,126,2,2,2,
119 DATA ,24,24,,24,24,
120 DATA 255,170,170,170,170,170
,85,85
121 DATA ,240,172,171,171,170,85
,85
122 DATA 105,105,130,130,130,130
,40,40
123 DATA ,15,58,234,234,170,85,8
5
124 DATA 204,136,187,153,85,85,6
8,68
125 DATA 20,20,93,89,85,85,20,20
126 DATA 60,40,235,170,170,105,4
0,20
127 DATA 28,28,28,28,28,28,28,28
128 DATA ,,,,,,24,24,,POK
E53270,PEEK(53270)OR16
201 PRINT"XXXXXXXXXXXXXXXXXXXXX
INSERT JOYSTICK IN PORT ONE,"
202 PRINTTAB(12)"XDR USE KEYS -"
:PRINTTAB(12)"X.....LEFT "
204 PRINTTAB(10)"X.....RIGH
T ":PRINTTAB(10)"X.....DR

```

```

OP "
210 POKE53280,0:POKE53281,0:POKE
53282,11:POKE53283,12:FORT=0T02:
FORX=0T0255
310 READA:IFA=-1THEN330
320 POKE36864+T*256+X,A:NEXTX
330 NEXTT:DATA 169,146,141,21,3,
169,,141,20,3,96,-1
350 DATA169,234,141,21,3,169,49,
141,20,3,96,-1
360 DATA172,,147,192,17,240,57,2
06,1,147,173,1,147,201,,208,44,2
38,,147,169
370 DATA,141,4,212,169,10,141,5,
212,169,,141,6,212,169,17,141,4,
212,185,,147
380 DATA185,,148,141,1,212,185,,
149,141,,212,185,,150,141,1,147,
76,49,234
390 DATA169,,141,,147,141,4,212,
24,144,242,-1
400 POKE37632,0:POKE37633,0:FORT
=0T0177:READHF,LF,D:POKE37888+T,
HF:POKE38144+T,LF
420 POKE38400+T,D:NEXT:POKE37380
,T+1:PRINT"X":POKE53272,31:SYS36
864
440 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
450 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
460 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
470 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
480 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
490 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
500 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
510 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
520 DATA 31,165,10,31,165,5,37,1
62,10,39,223,5
530 DATA 31,165,10,31,165,5,37,1
62,10,39,223,5
540 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
550 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
560 DATA 21,31,10,21,31,5,25,30,
10,26,156,5

```



[illegible]

9



```

6131 POKE2023,59:POKE56295,9:FOR
T=0T039:POKE55376+T,9:NEXT:POKE6
79,17:SYS49152
6150 KP=17:P=1387:F=1:B=KP+1144
6155 POKEP,61:POKEP+CO,9:POKEP-1
,61:POKEP-1+CO,9:POKEP-41,59:POK
EP-40,59
6156 POKEP-39,60:POKEP-41+CO,9:P
OKEP-40+CO,9:POKEP-39+CO,9
6159 PRINT"#####";
6160 PRINTTAB(17)"#READY":FORT=1
T0800:NEXT:PRINTTAB(17)"#STEADY"
;:FORT=1T0800:NEXT
6165 PRINT"##### GO ";:FORT=1
T0800:NEXT:PRINT"##### "
6199 BP=0
6200 DR=0
6201 IFSC>=TATHENL=L+1:GOTO6115
6202 IFP<1383THENGOTO6220
6203 IFP>1743THENSYS49300:GOTO1C
000
6210 IFPEEK(P+40)<>32ANDPEEK(P+4
0)<>67THENGOTO6300
6220 IFF=0THEN6250
6230 POKEP,59:POKEP-1,59:POKEP+1
,60:POKEP+1+CO,9:POKEP+40,61:POK
EP+40+CO,9
6240 POKEP+39,61:POKEP+39+CO,9:P
OKEP-40,32:POKEP-41,32:POKEP-39,
32:P=P+40
6245 DR=1:GOTO6300
6250 POKEP,59:POKEP+1,59:POKEP-1
,62:POKEP-1+CO,9:POKEP+40,61:POK
EP+40+CO,9
6260 POKEP+41,61:POKEP+41+CO,9:P
OKEP-41,32:POKEP-40,32:POKEP-39,
32:P=P+40:DR=1
6275 :
6300 KP=KP-1+INT(RND(1)*3)
6310 IFKP<0THENKP=0
6320 IFKP>39THENKP=39
6330 POKE679,KP:SYS 49152
6350 :
6355 IFB>1743THENGOTO10100
6360 POKEB,66:POKEB+CO,9
6370 Z=PEEK(B+40)
6380 IFZ=32ORZ=67THENPOKEB+40,66
:POKEB+40+CO,9:POKEB,32:B=B+40:G
OTO6400
6390 IFZ=0THENPOKEB,32:POKEB+40,
32:B=B+40:GOTO8000
6395 POKEB,32:SYS49201:GOTO10000
6400 :

```

```

6405 IFDR=1THENGOTO7500
6410 Z=PEEK(56321):GETL$
6420 IFZ=239ORL$=" "THENGOSUB700
0
6430 IFZ=251ORL$="Z"THENGOSUB670
0:F=0
6440 IFZ=247ORL$="M"THENGOSUB650
0:F=1
6450 GOTO7500
6500 :
6510 IFF=1THENGOTO6550
6520 POKEP-41,32:P=P+1:POKEP-39,
60:POKEP-39+CO,9:RETURN
6550 :
6560 IFPEEK(P+1)=32THENGOTO6600
6570 POKEP,32:POKEP-1,32:POKEP-4
1,32:P=P-39:POKEP,61:POKEP-1,61:
POKEP-41,59
6580 POKEP-41+CO,9:POKEP-40,59:P
OKEP-40+CO,9:POKEP-39,60:POKEP-3
9+CO,9:RETURN
6600 REM STRA
IGHT
6610 POKEP-1,32:POKEP-41,32:P=P+
1:POKEP,61:POKEP+CO,9:POKEP-40,5
9:POKEP-40+CO,59
6620 POKEP-39,60:POKEP-39+CO,9:R
ETURN
6700 :
6710 IFF=0THENGOTO6750
6720 POKEP-39,32:P=P-1:POKEP-41,
62:POKEP-41+CO,9:RETURN
6750 :
6760 Z=PEEK(P-1)
6765 IFZ=0THENGOTO6800
6770 POKEP+1,32:POKEP-39,32:POKE
P-1,61:POKEP-1+CO,9:POKEP-41,59:
POKEP-41+CO,9
6775 POKEP-42,62:POKEP-42+CO,9:P
=P-1:RETURN
6800 POKEP,32:POKEP+1,32:POKEP-3
9,32:P=P-41:POKEP,61:POKEP+1,61
6810 POKEP-39,59:POKEP-39+CO,9:P
OKEP-40,59:POKEP-40+CO,9
6820 POKEP-41,62:POKEP-41+CO,59
6825 RETURN
7000 IFBP<>0THENRETURN
7001 Z=0
7010 IFF=0THENGOTO7030
7020 IFPEEK(P+41)=0THENBP=0:RETU
RN
7021 SC=SC+10*L:PRINT"#####";S
C

```

```

7025 BP=P+1:POKEBP,0:POKEBP+CO,1
0:RETURN
7030 IFPEEK(P+39)=0THENBP=0:RETU
RN
7031 SC=SC+10*L:PRINT"#####";S
C
7035 BP=P-1:POKEBP,0:POKEBP+CO,1
0:RETURN
7500 IFBP=0THEN6200
7505 X=0
7510 Z=PEEK(BP+40):IFZ<>32THENBP
=0:SYS49300:GOTO6200
7530 POKEBP+40,0:POKEBP+40+CO,10
:POKEBP,32:BP=BP+40:X=X+1
7540 IFX=3THENGOTO6200
7550 GOTO7510
8000 IFL=2ORL>3THENPOKEB+40,32
8010 IFL>2THENPOKEB-1,32:POKEB+1
,32
8020 IFL<>2ANDL<>4THENGOTO8040
8030 B=KP+1144:SYS49201:GOTO6400
8040 IFP<1783THENGOTO8030
8050 GOTO10000
10000 POKE53282,11:POKE53283,12:
PRINT"#####";TAB(14)"#GAME#OVER
":FORT=1T02000:NEXTT
10001 BY$="":POKE198,0
10010 IFSC<1THEN1000
10020 PRINT"###";TAB(13)"#####
#####";
10030 FORT=1024T01063:POKET,59:P
OKET+CO,9:NEXT:PRINT"NEW ";
10040 FORT=1103T02023STEP40:POKE
T,59:POKET+CO,9:NEXT:PRINT"HIGH
";
10050 FORT=2022T01984STEP-1:POKE
T,59:POKET+CO,9:NEXT:PRINT"SCOR
E ";
10060 FORT=1944T01064STEP-40:POK
ET,59:POKET+CO,9:NEXT
10070 HI=SC:INPUT"#####INPUT YOUR NAME PLEASE ";B
Y$
10080 IFLEN(BY$)>3THENBY$=LEFT$(
BY$,3)
10090 GOTO1000
10100 SYS36864+256
10101 POKE54296,0:FORT=1T010:POK
E54296,T:FORH=1T040-T:SYS49300:N
EXTH,T:POKE54296,15
10110 FORH=1T0255:SYS49201:POKE5
3282,H:POKE53283,H:NEXT:POKE5429
6,00:GOTO10000

```



CLASSIFICATION <b>H36</b>	SERIAL NUMBER <b>888</b>	AUTHORISATION (INITIALS)
AUTHOR <b>PAUL MUMFORD</b>		<b>PM</b>
INVESTIGATING DROID <b>GRILL</b>	AUTHORISATION CODE <b>BHJ 721</b>	

# MEGA ELITE COMMANDER

**BBC**

Elite is a mixture of flight simulation, arcade action and strategy. In it you play the part of a space ship owner, travelling the space highways, trading to build up funds and buy better equipment. Elite mania gripped the homes of thousands of BBC owners when it first came out and the game remains as popular today as it was then.

In the program, Paul Mumford enables you to create a super commander, covering areas



such as fire power, cargo capacity, missiles and fuel.

It's a short program to type and in save and it should enhance your game playing ability no end.

```

LIST
10 REM ... Mega Elite Commander ...
20 REM
30 REM (C) Paul Mumford 1986.
40 REM
50 MODE 7
60 PROCcursor(&20)
70 A%=&00:X%=&00:Y%=&00:C%=&00
80 F%=(USR(&FFDA) AND &FF)
90 RESTORE
100 FOR LZ=1 TO 10
110 READ D$
120 FOR M%=1 TO 16 STEP 2
130 C%=C%+EVAL("&" + MID$(D$,M%,2))
140 NEXT
150 NEXT
160 IF C%<>&1321 THEN VDU 7:PRINT "Commander MEGA checksum error":END
170 PROCdouble("COMMANDER MEGA STATUS:")
180 PRINT
190 PROCdouble("MAXIMUM FIRE POWER ON ALL FOUR LASERS")
200 PROCdouble("253 TON CARGO CARRYING CAPACITY")
210 PROCdouble("40 MILLION CREDITS")
220 PROCdouble("255 MISSILES")
230 PROCdouble("ALL SHIP EXTRAS FITTED")
240 PROCdouble("ELITE STATUS")
250 PROCdouble("25.5 LIGHT YEARS OF FUEL")
260 PROCdouble("HIGH SPEED ENERGY UNIT")
270 PRINT
280 PROCdouble("PRESS SPACE TO SAVE COMMANDER MEGA")
290 REPEAT
300 UNTIL GET$=" "
310 CLS
320 IF F%=1 OR F%=2 THEN DX=OPENOUT("MEGA")
330 IF F%=4 OR F%=8 THEN DX=OPENOUT("E.MEGA")
340 RESTORE
350 FOR LZ=1 TO 10
360 READ D$
370 FOR M%=1 TO 16 STEP 2
380 B%=EVAL("&" + MID$(D$,M%,2))
390 BPUT# DX,B%
400 NEXT
410 NEXT
420 FOR LZ=&50 TO &FF
430 BPUT# DX,&00
440 NEXT
450 CLOSE# DX
460 PROCdouble("COMMANDER MEGA SAVED")
470 PROCcursor(&40)
480 END
490
500 DEFPROCdouble(S$)
510 LOCAL TX
520 TX=20 (LEN(S$) DIV 2)-1

```

**DOWNGRADED  
TO  
UNCLASSIFIED**



```

530 PRINT TAB(1%);CHR$(141);C$
540 PRINT TAB(1%);CHR$(141);C$
550 ENDFRQC
560
570 DEFPROCCH$OR(1%)
580 VDU 23,0,10,7%,0,0,0,0,0,0
590 ENDFRQC
600
610 DATA "0014AD4A5A4B0253"
620 DATA "B717D78402FF0000"
630 DATA "FFFFFFFF0000FF00"
640 DATA "0000000000000000"
650 DATA "0000000000000000"
660 DATA "FFFFFFF10FFFFFFF00"
670 DATA "000000FF00100F11"
680 DATA "0003100E00000A00"
690 DATA "113A070700800000"
700 DATA "0000317000000000"

```



CLASSIFICATION	BCA	SERIAL NUMBER	77	AUTHORIZATION	(UNCLASSIFIED)
AUTHOR	DAVID SWINNERTON				
REVISION/DATE	1986	AUTHORIZATION CODE	810 B9 N		

# ULTIMATE INVADERS

## CBM 64

What can you say about Space Invader-style games that hasn't been said before? They've been around for ages but time hasn't dulled their playability.

David Swinnerton's variation on a familiar theme is called Ultimate Invaders.

Hit the space bar to start a new game plug the joystick into port two and get zapping.

```

10 REM *****
11 REM *
12 REM *      ULTIMATE  INVADERS
13 REM *
14 REM *      A MACHINE-CODE GAME
15 REM *      BY *
16 REM *      DAVID SWINNERTON
17 REM *
23 REM *
24 REM *      (C) 1986
25 REM *

27 REM *****
28 :
29 :
30 :
40 POKE46,50:POKE48,50:POKE50,50
100 V=53248:HI$="000000":SC$=HI$
110 GOSUB 500 : REM TITLE SCREEN
120 GOSUB 400 : REM READ DATA
130 PRINT "3":FORT=0T020:PRINT "0"
: NEXT
131 FORT=0T039:PRINT "5": NEXT
132 PRINT "HI $":HI$:"$ SCORE
- $ F1 - PAUSE $":
134 FORT=0T020:A=INT(RND(0)*800)
:POKE1024+A,46:NEXT
135 SYS49152
140 T$="":FORT=2004T02009:T$=T$+
$T$(PEEK(T)-48):NEXT:SC$=""
150 FORT=2T012STEP2:SC$=SC$+NID$
(T$,T,1):NEXT

160 IF SC$>HI$ THEN HI$=SC$
170 GOSUB 500 : GOSUB 740
171 FORT=50515T050530:POKET,0:NE
XT
300 GOTO 130
398 :
399 :
400 FORT=0T01372:READD:POKET+491
52,D:NEXT
410 FORT=0T0768:READD:POKET+1561
6,D:NEXT
420 RETURN
498 :
499 :
500 POKE53281,0:POKE53280,0
510 PRINT "31.0 0.0 0.0 0.0
0.0 0.0 0.0 0.0";
520 PRINT "H H H H H H H H H H
H H H H H H H H H H";
530 PRINT "H H H H H H H H H H
H H H H H H H H H H";
540 PRINT "H H H H H H H H H H
H H H H H H H H H H";

```



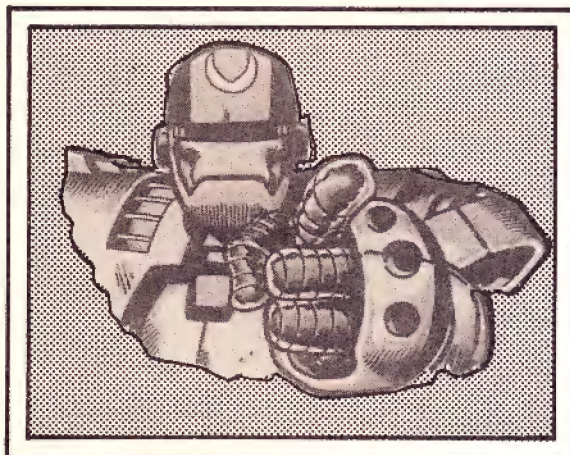




1700 DATA 0,2,0,2,0,2,0,2,0,2,0,0,0,0,0,254,0  
 1710 DATA 254,0,254,0,254,0,254,0,254,0,244,245,252,252,252,252,252  
 1720 DATA 252,244,245,253,253,253,253,253,253,150,200,0,180,100,50,150,100  
 1730 DATA 200,50,100,100,150,50,200,100,1,0,0,0,0,0,0,0,2  
 1740 DATA 7,14,7,14,14,14,14,14,14,14,162,30,138,168,185,0,0,141  
 1750 DATA 24,212,169,17,141,4,212,141,0,212,141,1,212,136,140,85,197  
 1760 DATA 234,136,208,252,172,85,197,208,226,202,208,221,165,32,141,4,212  
 1770 DATA 96,234,169,128,141,4,212,169,10,141,1,212,141,0,212,141,2  
 1780 DATA 212,141,3,212,169,33,141,4,212,169,15,141,24,212,32,64,197  
 1790 DATA 96,134,252,132,253,162,20,160,100,136,208,253,202,208,248,166,252  
 1800 DATA 164,253,96,0,0,0,0,0,0,0,0,0,0,0,0,0  
 1810 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 1820 DATA 0,4,0,0,4,0,0,4,0,0,21,0,17,21,17,16,85  
 1830 DATA 65,16,63,1,20,85,69,19,255,241,7,170,180,10,21,40,42  
 1840 DATA 21,42,40,63,10,32,12,2,1,0,0,0,0,0,0,0,0  
 1850 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 1860 DATA 231,0,0,231,0,0,231,0,0,231,0,0,231,0,0,231,0  
 1870 DATA 0,195,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 1880 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

15,191,3,255,207,3,251,255,0,7  
 2140 DATA 255,1,255,252,0,253,240,0,0,0,0,0,3,192,0,1,224,0  
 2150 DATA 0,224,0,1,224,0,1,224,0,3,192,0,3,192,0,7,192  
 2160 DATA 0,15,231,192,30,127,240,61,255,240,63,231,128,255,255,224,255  
 2170 DATA 255,224,255,231,128,255,255,192,255,207,0,63,255,128  
 2180 DATA 15,255,0,0,0,0,0,0,63,255,4,0,127,243,0,243,193,128,247  
 2190 DATA 128,0,205,128,0,219,0,0,246,0,0,252,0,0,240,0,0  
 2200 DATA 224,0,0,224,0,0,192,0,0,192,0,0,224,0,0,48,0  
 2210 DATA 0,16,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 2220 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 2230 DATA 0,0,0,8,0,0,12,0,0,7,0,0,3,0,0,3,0  
 2240 DATA 0,7,0,0,7,0,0,15,0,0,63,0,0,111,0,0,219  
 2250 DATA 0,1,179,0,1,239,1,131,207,0,207,254,0,127,252,0,0,0,0  
 2260 REM \*\*\*\*\*  
 1880 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 1890 DATA 0,0,0,0,0,0,0,0,0,0,0,1,0,0,4,0,0,4  
 1900 DATA 0,0,5,0,1,21,20,68,87,68,80,29,4,20,117,69,19  
 1910 DATA 255,113,7,169,116,10,21,104,10,5,108,10,15,10,2,131,2  
 1920 DATA 1,3,255,240,15,255,252,58,191,171,57,174,155,57,174,155,62  
 1930 DATA 174,175,63,255,255,15,234,252,3,234,240,0,25,0,0,85,64

1940 DATA 0,81,64,0,81,64,1,64,80,1,64,80,1,64,80,1,64  
 1950 DATA 80,0,64,64,15,243,252,60,51,15,48,0,3,1,3,255,240  
 1960 DATA 15,255,252,62,174,175,58,110,107,57,110,91,58,191,171,63,255  
 1970 DATA 255,15,234,252,3,234,240,0,25,0,0,85,64,1,81,80,5  
 1980 DATA 64,84,21,51,21,20,243,197,20,192,197,21,192,213,1,192,208  
 1990 DATA 0,192,192,0,192,192,0,0,0,0,0,0,0,0,0,0  
 2000 DATA 0,0,0,0,0,240,0,15,63,0,252,3,0,192,3,195,192  
 2010 DATA 0,195,0,0,195,0,0,170,0,2,170,128,10,89,96,10,121  
 2020 DATA 224,10,89,96,10,170,160,2,166,128,0,170,0,1,65,64,1  
 2030 DATA 0,64,1,0,64,0,0,0,0,15,0,240,51,195,204,192,195  
 2040 DATA 3,192,195,3,192,170,3,2,170,128,9,101,160,11,109,160,9  
 2050 DATA 101,160,10,170,160,2,154,128,0,170,0,1,65,64,1,0,64  
 2060 DATA 1,0,64,0,0,0,0,0,0,0,0,0,0,0,0,0  
 2070 DATA 0,0,4,0,16,4,0,16,5,0,80,65,0,65,81,65,69  
 2080 DATA 16,65,4,20,170,20,10,170,160,255,215,255,170,150,170,255,215  
 2090 DATA 255,42,150,168,15,215,240,0,170,0,0,0,0,0,0,0,0  
 2100 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0  
 2110 DATA 192,0,7,128,0,7,0,0,7,128,0,7,128,0,3,192,0  
 2120 DATA 3,192,0,3,224,3,231,240,15,255,248,15,247,252,0,14,252  
 2130 DATA 7,255,127,7,247,191,0,



CLASSIFICATION 601	SERIAL NUMBER 298	AUTHORISATION (INITIALS) 
AUTHOR ANDREW CLAPHAM		
INVESTIGATING DROID LT. LAWW	AUTHORISATION CODE 66Z123	

# TRANSPLEX

## BBC/B

Battling with aliens from the far reaches of the galaxy is hard enough when you can see them. But imagine the extra problems if you can't see them!

That is the extra ingredient in Transplex, a race against time to beat an invisible enemy.

The player is put in charge of a Transplex plutonium control station. An invisible alien force has invaded the complex, intent on reaching its core and blowing it to bits.

Using the icon control panel to control a droid you must locate, trap and kill the invisible entity without destroying yourself.

The icons are:

**Bomb:** These can be dropped by the droid.

**Radar:** Gives away position of the invader.

**Query:** Gives quick summary and object of game.

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TO  
UNCLASSIFIED**



**Door:** Opens and closes doors for the droid.  
**TV camera:** When moved onto a location it gives information for that particular area. It's useful if you've forgotten where you've placed your bombs.  
**Hover:** Destroys bombs which are not wanted.  
**Arrows:** These show which way the droid can move.  
**Time/Fuel:** These must be monitored.  
**Cursor controls** are Z and X for left and right \* and > for up and down. Return is for select.

```
10MODE5
20VDU19,0,4,0;0;0;
30VDU23;8202;0;0;0;0;
40CLEAR:ZZ=0
50DIM SWITCH 100
60DIM H$(20),M$(9,9)
70PROCHSET
80PROCASSEMBLE
90PROCGRAPHICS
100CLS
110F%=300:TIME=0:CHZ=200:CPX=3
2:0CHZ=200:0CPX=32
120RHZ=1:RFZ=1:APZ=RND(4)+4:AH
Z=RND(4)
130PROCCONTROLS
140PROCMAF:CPX=0:HT=352:HB=32:P
L=0:PR=1212:NT=0
150REPEAT:PROCCARROW:IF CPX<0 T
HEN 200
160SOUND 18,-10,100,2
170IF CHZ>260 THEN PROCTOPROW:
GOTO200
180IF CHZ>130 THEN PROCSECONDR
OW:GOTO200
190PROCTF
200ZZ=0:UNTIL CZ
210IFCPX=2 THEN 350
220IF CZ=3 THEN 280
230VDUS:FOR N=1 TO 20:MOVE RND
(575),RND(1000):GCOL0,RND(4):1:P
RINT"MALFUNCTION":SOUND17,-15,RN
D(255),10:NEXT
240MODE4:CLS
250IFCPX=1 THEN D$=CHR$10+CHR$1
0+CHR$10+CHR$10+"Droid has been
destroyed by the intruder"+CHR$1
0+"The power station is doomed!"
+CHR$13+CHR$10+CHR$10+"Try to be
more careful next time!":GOTO37
0
260IF CZ=5 THEN D$=CHR$10+CHR$
10+CHR$10+CHR$10+"You idiot, you
directed the droid onto "+CHR$1
0+"one of the mines."+CHR$10+CH
R$13+"Next time, try checking wi
th the TV.":GOTO370
270IF CZ=4 THEN C$=CHR$10+CHR$
10+CHR$10+CHR$10+CHR$10+"Your dr
oid has run out of fuel/time.
"+CHR$10+"You should try to be
more careful with these valuabl
e resources":GOTO370
280MODE5:VDU19,0,9;0;19,7,14;0
;:*FX 9,1
290*FX 10,1
300MOVE300,1000:MOVE900,1000:P
LOTB5,600,500:MOVE0,500:MOVE300,
0:PLDTB5,600,500:MOVE900,0:PLDTB
5,1200,500
310MOVE0,0:GCOL0,2:VDUS:FOR N=
1 TO 15:PRINT"*** NUCLEAR ALERT
***":NEXT
320FOR N=1 TO 5:FOR N=1 TO 100
:SOUND 17,-15,N,1:SOUND 18,-15,N
+20,1:SOUND 19,-15,N+40,1:NEXT
330NEXT:MODE 4:GOTO380
340END
350MODE4:VDU 19,0,5;0;19,7,4;0
;
360C$=CHR$10+CHR$10+CHR$10+CHR
$10+"C O N G R A T U L A T I O N
S"+CHR$10+CHR$10+CHR$10+CHR$10+
"Security threat has now been er
adicated!"+CHR$10+"operation nat
ing: ":0=(3000-TIME)/100+F%:C$=
C$+STR#0
```

```
370FOR N=1 TO LEN(C$):PRINTMID
$(C$,N,1):SOUND 17,-15,10+RND(5
),1:FOR D=1 TO 100:NEXT:NEXT:GOT
O380
380PRINT"PLEASE PRE
SS RETURN TO TRY AGAIN."
390REPEATUNTILINKEY(-74)
400GOTO10
410END
420DEFPROCTOPROW
430IFCPX<192 THEN PROCBOMBS:EN
DPROC
440IFCPX<384 THEN PROCSCAN:END
PROC
450IFCPX<576 THEN PROCHHELP:END
PROC
460IFCPX<768 THEN PROCDOORS:EN
DPROC
470IFCPX<960THEN PROCTV:ENDPRO
C
480PROCHOOVER:ENDPROC
490DEFPROCSECONDR
OW
500GCOL3,1:PROC(RPX*2,RHZ*2):
PROCICON(10):VDU4
510IFCPX<384 AND RHZ>1 THEN IF
M$(RPX,RHZ-1) AND 1 THEN RHZ=RH
Z-1:GOTO560
520IFCPX<384 AND CPX<576 AND R
HZ<8 THEN IF M$(RPX,RHZ) AND 1 T
HEN RHZ=RHZ+1:GOTO560
530IFCPX<576 AND CPX<768 AND R
PX<1 THEN IF M$(RPX-1,RHZ) AND 2
THEN RPX=RPX-1:GOTO560
540IFCPX<768 AND CPX<960 AND R
PX<8 THEN IF M$(RPX,RHZ) AND 2 T
HEN RPX=RPX+1:GOTO560
550GOTO590
560IF M$(RPX,RHZ) AND 4 THEN C
Z=5
570FZ=FZ-3:PROCGRAPHIS
580IF RPZ=APZ AND RHZ=AHZ THEN
CZ=1
590GCOL3,1:PROC(RPX*2,RHZ*2):
PROCICON(10):VDU4:ENDPROC
600DEFPROCTF
610IFCPX<640 THEN TIME=TIME-50
0:FZ=FZ-5
620IFCPX<640 THEN FZ=FZ+5:TIME
=TIME+500
630SOUND19,-10,FZ/2,2:PROCGRAP
HS:NT=TIME:ENDPROC
640END
650DEFPROCASSEMBLE
660FORPASS=0 TO 2 STEP 2
670FZ=SWITCH
680[
690OP1 PASS
700LDXEO
710LOOP
720LDA &C00,X
730JAY
740LDA &D00,X
750STA &C00,X
760TYA
770STA &D00,X
780INX:BNE LOOP
790RTS
800]
810NEXT
820ENDPROC
830DEFPROCHSET
840DATA"PLUTONIUM CONTROL ","S
ATION TERMINAL 7","Unidentified
droid","in dangerzone... ","im
mediate action ","required to s
top ","it reaching core. ","Use
```

```
security droid","to surround al
ien ","with antimatter ","mine
s.
850DATA"Security briefing:","A
lien will destroy","droid on con
tact ","also capable of ","us
ing mines, and ","is INDETECTAB
LE. ","Limited time and ","fue
l capabilities.,"Press return t
o ","regain control "
860RESTORE 840
870FOR N=0 TO 20:READ H$(N):NE
XT
880H$(19)=H$(19)+CHR$156+CHR$1
57:H$(20)=H$(20)+CHR$158+CHR$159
:ENDPROC
890DEFPROCDOORS
900HD=RHZ:PD=RPX:OHD=HD:OPD=PD
910GCOL3,1:PROC(OPD*2,OHD*2):
PROCICON(6)
920REPEAT
930GCOL3,1:PROC(OPD*2,OHD*2):
PROCICON(6):PROC(PD*2,HD*2):PRO
CICON(6):OPD=PD:OHD=HD
940IF INKEY(-98) AND PD>1 THEN
PD=PD-1:M$(PD,HD)=M$(PD,HD)EOR2
:GCOL0,7-3*(M$(PD,HD)AND2):MOVE
128+PD*128,960-HD*64:DRAW 128+PD
*128,1024-HD*64
950IFINKEY(-67) AND PD<8 THEN
M$(PD,HD)=M$(PD,HD)EOR2:GCOL0,7-
3*(M$(PD,HD)AND2):MOVE 128+PD*12
8,960-HD*64:DRAW 128+PD*128,1024
-HD*64:PD=PD+1
960IFINKEY(-73) AND HD>1 THENH
D=HD-1:M$(PD,HD)=M$(PD,HD)EOR1:G
COL0,7-6*(M$(PD,HD)AND1):MOVEPD*128,96
0-HD*64:DRAW 128+PD*128,960-HD*6
4:HD=HD+1
980IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
990UNTIL INKEY(-74) OR CZ
1000GCOL3,1:PROC(OPD*2,OHD*2):
PROCICON(6)
1010PROCGRAPHIS:ENDPROC
1020DEFPROCBOMBS
1030SOUND17,-15,50,2
10400=0:REPEAT:IF INKEY(-98) AN
D RPZ>1 M$(RPX-1,RHZ)=M$(RPX-1,R
HZ)OR 4:PROC(RPX-1,RHZ*2):G
COL3,1:PROCICON(1):PROC(RPX-1
*2,RHZ*2):PROCICON(1):0=1
1050IF INKEY(-67) AND RPZ<8 M$(
RPX+1,RHZ)=M$(RPX+1,RHZ)OR 4:PRO
C(RPX+1,RHZ*2):GCOL3,1:PROC
ICON(1):PROC(RPX+1*2,RHZ*2):P
ROCICON(1):0=1
1060IF INKEY(-105) AND RHZ<8 M$(
RPX,RHZ+1)=M$(RPX,RHZ+1)OR4:PRO
C(RPX*2,(RHZ+1)*2):GCOL3,1:PROC
ICON(1):PROC(RPX*2,(RHZ+1)*2):P
ROCICON(1):0=1
1070IF INKEY(-73) AND RHZ>1 M$(
RPX,RHZ-1)=M$(RPX,RHZ-1)OR4:PRO
C(RPX*2,(RHZ-1)*2):GCOL3,1:PROC
ICON(1):PROC(RPX*2,(RHZ-1)*2):P
ROCICON(1):0=1
1080UNTIL0:FOR N=250 TO 150 STE
P -5:SOUND 17,-3,N,1:SOUND 16,-1
5,7,1:NEXT
1090FZ=FZ-5:PROCGRAPHIS:ENDPROC
```



```

1100DEFFPROCSCAN
1110ZZ=1
1120VDU4,28,5,31,15,21:COLOUR12
9:COLOUR3:CLS
1130IF RP%>AP% THEN 1160
1140FORN=RP% TO AP%:PROCICON(5)
:VDU8,8:NEXT
1150GOTO1170
1160FORN=AP% TO RP%:PROCICON(4)
:VDU8,8:NEXT
1170IF RH%>AH% THEN 1200
1180FOR N=RH% TO AH%:PROCICON(3)
:VDU8,8,8,10:NEXT
1190GOTO 1210
1200FOR N=AH% TO RH%:PROCICON(2)
:VDU8,8,8,11:NEXT
1210VDU31,8,9:COLOUR8:PROCICON(
8):REPEAT IF TIME>NT+100 THEN NT
=TIME:PROCALIEN
1220UNTILINKEY(-74)OR C%
1230PROCCTRLS
1240F%:=F%-5:PROCGRAPHS:ENDPROC
1250DEFFPROCHELP:HH=0
1260ZZ=1
1270VDU4,28,1,31,18,20:COLOUR13
5:COLOUR4:PROCICON(8):CLS:FOR N=
0 TO 10:PRINT#(N):NEXT
1280IF INKEY(-105) AND HH<10 TH
EN HH=HH+1:VDU31,0,10,10:PRINT#
$(HH+10);
1290IF INKEY(-73) AND HH>0 THEN
HH=HH-1:VDU30,11:PRINT#(HH)
1300IF HH=10 AND INKEY(-74) THE
N PROCCTRLS:ENDPROC
1310IF TIME>NT+100 THEN NT=TIME
:PROCALIEN:IF C% THEN ENDPROC
1320GOTO1280
1330DEFFPROCGRAPHICS
1340RESTORE1620
1350F%:=&C00
1360REPEAT
1370READ G#
1380FOR N=1 TO LEN(G#) STEP 2
1390F%:=EVAL("&"+MID$(G#,N,2)):
F%:=F%+1
1400NEXT
1410UNTILG#="OD"
1420ENDPROC
1430DEFFPROCVDU4,28,8,28,11,2
5:COLOUR128:CLS:VDU28,9,27,10,26
:COLOUR131:COLOUR1:CLS
1440TH=RH%:TP=RP%:OTH=TH:OTP=TP
1450GCOL3,1:PROC(OTP*2,OTH*2):
PROCICON(7)
1460REPEAT:GCOL3,1:PROC(OTP*2,
OTH*2):PROCICON(7):PROC(TP*2,TH
*2):PROCICON(7):OTH=TH:OTP=TP
1470TP=TP+INKEY(-67)*(TP<8)-INKE
Y(-98)*(TP>1)
1480TH=TH+INKEY(-105)*(TH<8)-IN
KEY(-73)*(TH>1):IF RND(3)=1 F%:=F
%-1
1490VDU4,12:PROC(9,26):GCOL0,1
:IF M%(TP,TH)AND4 THEN PROCICON(
1) ELSE PROCICON(7)
1500IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
1510UNTILINKEY(-74)OR C%:PROCCT
NTROLS:PROCGRAPHS
1520GCOL3,1:PROC(OTP*2,OTH*2):
PROCICON(7):ENDPROC
1530DEFFPROCDOVER
1540TH=RH%:TP=RP%:OTH=TH:OTP=TP
1550GCOL3,1:PROC(OTP*2,OTH*2):
PROCICON(12)
1560REPEAT:GCOL3,1:PROC(OTP*2,
OTH*2):PROCICON(12):PROC(TP*2,T
H*2):PROCICON(12):OTH=TH:OTP=TP
1570TP=TP+INKEY(-67)*(TP<8)-INKE
Y(-98)*(TP>1):TH=TH+INKEY(-105)
*(TH<8)-INKEY(-73)*(TH>1):IF RND
(4)=1 F%:=F%-1
1580IFM%(TP,TH)AND4 THEN FOR N=
50 TO 150:SOUND 16,-15,7,1:SOUND
17,0,N,1:NEXT:F%=F%-10:M%(TP,TH)=M
%(TP,TH)AND251:PROCGRAPHS
1590IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
1600UNTILINKEY(-74)OR C%:PROCCT
NTROLS:PROCGRAPHS

```

```

1610GCOL3,1:PROC(OTP*2,OTH*2):
PROCICON(12):ENDPROC
1620DATA"1F202E202F203F03FB0124
040404F8C01F3F756AFFFB0FFBFC056
AEFFFF01FF"
1630DATA"000706070607010F00F0B0
F030F040F81A3D6A4D0F020702AC5EAB
59F8207020"
1640DATA"07070E0C0C0C0401F03818
181838F0F00103030100030703E0C080
0000008000"
1650DATA"0000000000000000003038
7C7CFCFBF80101003E7F7F7F00F0F0E0
A000808000"
1660DATA"0000182444020207030408
10102020F00F0C1819383C3F1BF89C0C
4E0E9FFFE6"
1670DATA"0107030100030F18B0E0C0
8000C0F0183030130180F03004C8C0C
0C18F0C000"
1680DATA"0000000007060609000008
1CFC7CFCFC0B0F0F1F3F0F0001FCFB98
A8706884FE"
1690DATA"0000000000000081800383B
3838383838387FFF7F3818080078F8F0
E000000000"
1700DATA"01030F172320272F80C0E0
E0C000E0F02C2D3C3D0D0F0F0F70F0F0
F0F0F0F0F0"
1710DATA"0000000000071F3F090014
021AA4F0E07F7F7F3F3F1F0000F0F0F0
F0E0C00000"
1720DATA"0103070F1F3F030380C0E0
F0FBFC0C0C030303030303000C0C0C0
C0C0C0C000"
1730DATA"000303030303030300C0C0
C0C0C0C0C003033F1F0F070301C0C0FC
F8F0E0C0B0"
1740DATA"00000000C1C3E7FFF000000
000000FEFEFF7F3C1C0C040000FEFE00
0000000000"
1750DATA"000000000007F7F000020
30383CFEFFF7F7F00000000000FFFE3C
1830200000"
1760DATA"00111A151A151A1F00F8A8
58A858A8581B1B1B1B1B1B1B1B1B1B1B
58D858D858"
1770DATA"00000000000000000000000
000000FEFEFF7F7F10103F2040000E280
80C0402020"
1780DATA"OD"
1790DEFFPROCTEST
1800FOR N=0 TO 1:FOR M=0 TO 3:G
=N*16+M*4+128:VDU31,N*3,M*3,6,6
+1,10,8,8,6+2,6+3:NEXT,
1810CALLSWITCH
1820FOR N=0 TO 1:FOR M=0 TO 3:G
=N*16+M*4+128:VDU31,N*3+6,M*3,6
+6+1,10,8,8,6+2,6+3:NEXT,
1830ENDPROC
1840DEFFPROC(X,Y)
1850MOVEX*64,1024-Y*32:VDU5:END
PROC
1860DEFFPROCICON(N)
1870IF N>7 AND ?&C00=1 THEN CAL
L SWITCH
1880IF N<8 AND ?&C00=31 THEN CA
LL SWITCH
1890IF N>7 THEN N=N-1
1900G=N*4+128:VDU6,6+1,10,8,8,
6+2,6+3,11,32
1910ENDPROC
1920DEFFPROCCTRLS
1930VDU4,28,0,25,19,20:COLOUR13
2:COLOUR1:CLS
1940VDU10,32:PROCICON(1):COLOUR
3:PROCICON(15):COLOUR2:PROCICON(
11):COLOUR6:PROCICON(6):COLOUR3:
PROCICON(7):COLOUR1:PROCICON(12)
1950VDU28,0,27,19,24:COLOUR129
:COLOUR7:CLS
1960VDU10,32,32,32,32:FORN=2 T
O 5:PROCICON(N):NEXT
1970VDU28,0,31,19,28:COLOUR131
:COLOUR1:CLS
1980VDU10,32:PROCICON(14):PRIN
T$(12):PROCICON(0)
1990VDU28,0,31,19,20:PROCGRAPHS
2000ENDPROC
2010DEFFPROCMAP:GCOL0,7

```

```

2020VDU4,28,2,17,17,2:COLOUR129
:COLOUR7:CLS
2030FOR N=0 TO 16:MOVE 128,448+
N*64:DRAW1150,448+N*64:NEXT
2040FOR M=0 TO 16:MOVE 128+M*12
8,960:DRAW 128+M*128,448:NEXT
2050PROC(2,16):GCOL0,8:PRINT"/
\":VDU10,8,8:PRINT"/\"
2060PROC(RP%*2,RH%*2):GCOL3,1
:PROCICON(10)
2070VDU4:ENDPROC
2080DEFFPROCALIEN:IF ZZ=0 PROCGR
APHS
2090IFTIME>20000 THEN DH=RH%:DP
=RP% ELSE DH=8:DP=1
2100IF RND(4)=2 THEN 2140
2110IF RND(4)=1 THEN ENDPROC
2120H1=RND(3)-2:P1=RND(3)-2:IF
H1=0 OR P1=0 THEN 2160
2130IF RND(2)=1 P1=0:GOTO2160 E
LSE H1=0:GOTO2160
2140H1=SGN(DH-AH%):P1=SGN(DP-AP
%):IF H1=0 OR P1=0 THEN 2160
2150IF RND(2)=1 P1=0 ELSE H1=0
2160IF H1=-1 AND (M%(AP%,AH%-1)
AND 1) THEN 2270
2170IF H1=1 AND (M%(AP%,AH%) AN
D 1) THEN 2270
2180IF P1=-1 AND (M%(AP%-1,AH%)
AND 2) THEN 2270
2190IF P1=1 AND (M%(AP%,RH%) AN
D 2) THEN 2270
2200IF RND(5)<1 THEN 2100
2210GCOL0,1
2220IF H1=-1 AND AH%=1 THEN 210
0 ELSE IF H1=-1 MOVE AP%*128,102
4-AH%*64:DRAW 128+AP%*128,1024-A
H%*64:M%(AP%,AH%-1)=M%(AP%,AH%-1
) OR 1
2230IF H1=1 AND AH%=8 THEN 2100
ELSE IF H1=1 MOVE AP%*128,960-A
H%*64:DRAW 128+AP%*128,960-AH%*6
4:M%(AP%,AH%)=M%(AP%,AH%) OR 1
2240IF P1=-1 AND AP%=1 THEN 210
0 ELSE IF P1=-1 MOVE AP%*128,960
-AH%*64:DRAW AP%*128,1024-AH%*64
:M%(AP%-1,AH%)=M%(AP%-1,AH%) OR
2
2250IF P1=1 AND AP%=8 THEN 2100
ELSE IF P1=1 MOVE 128+AP%*128,9
60-AH%*64:DRAW 128+AP%*128,1024-
AH%*64:M%(AP%,AH%)=M%(AP%,AH%) O
R 2
2260FORN=1TO10:SOUND17,-10,N,1:
NEXT
2270DH=AH%+H1:DP=AP%+P1
2280IF M%(DP,DH) AND 4 THEN 233
0
2290IF RND(30)=1 THEN M%(AP%,AH
%)=M%(AP%,AH%) OR 4:FOR N=20 TO
0 STEP -2:SOUND 18,-15,N,1:NEXT:
GCOL3,1:PROC(AP%*2,AH%*2):PROCI
CON(1):PROC(AP%*2,AH%*2):PROCI
CON(1)
2300AP%=AP%+P1:AH%=AH%+H1:IF RH
%=AH% AND RP%=AP% THEN C%:=1
2310IFAP%=1 AND AH%=8 THEN C%:=3
2320VDU4:ENDPROC
2330IF (M%(AP%-1,AH%)AND 4 OR A
P%=1) AND (M%(AP%,AH%-1)AND 4 OR
AH%=1) AND (M%(AP%+1,AH%)AND 4 OR
AP%=8) AND (M%(AP%,AH%+1)AND
4 OR AH%=8) THEN C%:=2
2340GOTO 2100
2350DEFFPROCARROW:MOVE DCP%,UCH%
:GCOL3,2:VDU5,94
2360REPEAT:MOVE DCP%,UCH%:GCOL
3,2:VDU5,94:MOVE CP%,CH%:VDU94:
DCP%=CP%:UCH%=CH%
2370CP%=CP%+32*(INKEY(-67))*(CP
%<PR)-32*(INKEY(-98))*(CP%>PL)
2380CH%=CH%+32*(INKEY(-73))*(CH
%<HT)-32*(INKEY(-105))*(CH%>HB)
2390IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
2400UNTIL INKEY(-74) OR C%
2410VDU4:IF C%=0 THEN MOVEDCP%,
UCH%:GCOL3,2:VDU5,94:ENDPROC
2420ENDPROC
2430DEFFPROCGRAPHS

```

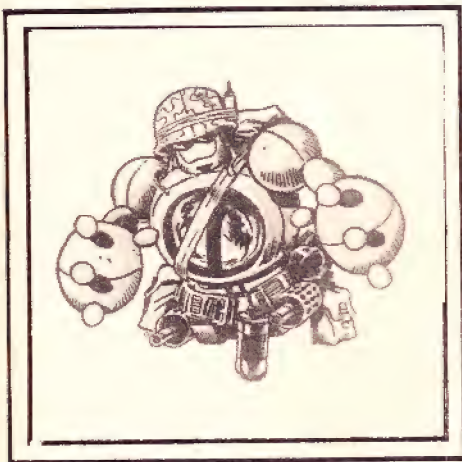


2440GCOL0,0  
2450MOVE 256,60:DRAW 960,60  
2460MOVE 256,68:GCOL 0,1:DRAW25  
6+(30000-TIME)/50,68:GCOL0,3:DRA

W960,68  
2470MOVE 960,52:GCOL 0,1:DRAW96  
0-FX\*2,52:GCOL 0,3:DRAW256,52  
2480IF TIME=30000 OR FX=0 THE

N C%=4  
2490ENDPROC

0 000000 000000



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# PONTOON

## CBM 64

It's on the cards you could be decked while playing Pontoon. No big deal, you say. But we bet you're going to like Pontoon by D. J. Bennett.

It is a full featured, high-res graphics version which plays a mean game according to the popular rules, so you cannot stick at less than 16; buy for more than you bet; buy after you've twisted; buy the last card of a five card trick if you cannot "bust"

Full instructions are given in the game, which gives the option of deciding who will start off with the bank — or you can let the 64 decide by dealing the cards. (First Jack gets the bank).

During the game you occasionally get the chance to buy (or sell) the bank — depending on who holds the cards at the time.

The 64 cannot "see" your cards (unless you've twisted!) but it's not stupid and it watches your twists carefully. When you've got the bank it also tries (successfully) to confuse you by betting in a varied manner.

Obviously it knows if you have a five card trick or a Pontoon and it even takes care of that rare event, the Royal Pontoon (three sevens). If this occurs the game is won by whoever is lucky enough to get the Royal Pontoon. Both players start with £500, so the first to £1,000 is the winner.

Right, it's your deal ...

```
20 IFPEEK(1)<>55THENKR=1:GOTO105
30 POKE53281,7:POKE53280,4:DIMCN
$(40)
35 CN$="-OPRYRIGHT 1985 IOURNAME
SOFTWARE LTD. * "
40 FORI=1TO40:CN$(I)=MID$(CN$,I,
1):NEXT
50 GOSUB10000:PRINT"II'M JUS
T OPENING A NEW PACK OF CARDS."
60 PRINT"PLEASE WAIT A FEW
SECONDS.":FORI=1TO13:READA$:NEX
T:GOSUB9000:RESTORE
100 POKE53281,1:POKE53280,5:DIMC
A$(52),CU(52)
105 AD=54291:SR=54292:HI=54287:L
O=54286:WA=54290:VO=54296:IFKR=1
THENGOSUB19000
106 IFKR=1THENKR=0:GOTO20
110 FORI=1TO13:READA$:CA$(I)="$"
+A$+"":CA$(I+13)="$"+A$+"$9"
115 CA$(I+26)="$"+A$+"":CA$(I+3
9)="$"+A$+"":NEXT:X=RND(0)
140 A$="":Y$(1)="$":FORI=
2T05:Y$(I)=Y$(I-1)+A$:NEXT
150 C$(1)="$":FORI=
```

```
=2T05:C$(I)=C$(I-1)+A$:NEXT
160 M1$="":M2$=M1$+
":m3$=m2$+"
170 BO$="
":ac=500
500 rem
505 print"decisi
on time!"
510 print"press f1 if you
want to be banker."
520 print"press f3 if you
want me to be banker."
530 print"press f5 if you
want the cards to
decide."
532 print" (first jack gets the
bank). "
535 poke198,0:yb=0:cb=0
540 geta$:ifa$=""then540
550 ifa$=""thenyb=1:goto1000
560 ifa$=""thenyb=1:goto1000
570 ifa$=""thenyb=1:goto1000
580 fori=1to52:cu(i)=0:next:yb=1
:cg=1:print"8"
```

```
590 gosub7000:gosub4800:print$(
1):gosub8978:print$(1):gosub8
000
600 ifmid$(yb$(1),2,1)="j"thenyb
=1:goto700
610 gosub7100:gosub4900:print$(
1):gosub8978:print$(1):gosub8
000
620 ifmid$(cb$(1),2,1)="j"thencb
=1:goto700
630 goto590
700 ifyb=1thenprintm2$&"you've g
ot the bank!"
710 ifcb=1thenprintm2$&"you've got
the bank!"
720 printm3$&"press any key to c
ontinue.":poke198,0:wait198,1
1000 ifnu>40thennu=0:fori=1to52:
cu(i)=0:next
1010 yg=1:cg=1:yp=0:cp=0:y5=0:c5
=0:ca=0:ya=0:be=0:h1=0:mt=0
1020 ob=0:ifcb=1andnu>1andrnd(1)
>.95thenob=1:gosub17000
1021 bo=0:ifyb=1andnu>1andrnd(1)
>.95andac<840thenbo=1:gosub17000
```







```

7000 j:=int(rnd(1)*52)+1:ifcu(i)=
then7000
7010 nu=nu+1:yc$(yg)=ca$(i):cu(i)
=:return
7100 i:=int(rnd(1)*52)+1:ifcu(i)=
then7100
7110 nu=nu+1:cc$(cg)=ca$(i):cu(i)
=:return
7200 rem
7205 ifcp=loryp=1thenk=1
7206 ifrp=1thenk=5
7207 ifac=0orac=1000thenk=3
7210 pokev,15:pokead,255:pokesr
,17:fori=1tok:pokewa,33
7220 fori=30to70:pokehi,j:forde=
1to10:next:pokehi,j+4:
7225 forde=1to5:next:ifj/5=int(j
/5)thenpoke53281,3:poke53280,0
7226 ifj/10=int(j/10)thenpoke532
81,7:poke53280,6
7230 next:forj=70to30step-1:poke
,1,j:forde=1to10:next:pokehi,j+4
7235 forde=1to5:next:ifj/5=int(j
/5)thenpoke53281,3:poke53280,2
7236 ifj/10=int(j/10)thenpoke532
81,7:poke53280,0
7240 next:next:pokewa,0:pokevo,0
:poke53281,1:poke53280,5:return
7300 rem
7310 pokead,15:pokesr,68:pokelo,
44:pokewa,33:fori=65to25step-1:p
okehi,1
7320 pokevo,i/5:next:pokevo,0:pok
ewa,0:return
7400 rem
7410 pokead,15:pokesr,68:pokelo,
44:pokewa,33:fori=25to65:pokehi,
1:pokevo,i/5:next
7420 fori=25to65:pokehi,1:pokevo
,i/5:next:pokevo,0:pokewa,0:retu
rn
7500 rem
7510 pokevo,15:pokead,15:pokehi,
17:pokelo,18:fori=15to2step-1:pok
ewa,129
7520 forde=1to15:next:pokevo,i:n
ext:pokewa,0:pokevo,0:return
7600 rem
7610 pokead,15:pokesr,68:pokewa,
129:fori=65to45step-2:pokehi,1:p
okevo,i/10:next
7625 pokewa,0:forde=1to10:next:p
okewa,129:fori=85to235step25:pok
ehi,1
7630 pokevo,i/60:next:pokevo,0:p
okewa,0:return
8000 gosub8950:gosub7700
8010 print"#####v1$#####
#####v2$#####";v1$=
$
8100 ifv1$="a"andss$="2:2"thenpr
int"#####YZ#####XZ#####":retu
rn:rem ace space
8110 ifv1$="a"thenprint"#####v1$
return
8115 ifval(v1$)=0then8200
8120 ifv1$="2"thenprint"#####v1$#####v2$":return
8130 ifv1$="3"thenprint"#####v1$#####v2$":return
8140 ifv1$="4"thenprintl$"#####v1$#####v2$":return
8150 ifv1$="5"thenprintl$"#####v1$#####v2$":return
8160 ifv1$="6"thenprintl$"#####v1$#####v2$":return
8170 ifv1$="7"thenprintl$"#####v1$#####v2$":return
8180 ifv1$="8"thenprintl$"#####v1$#####v2$":return
8190 ifv1$="9"thenprintl$"#####v1$#####v2$":return
8200 ifv1$="X"thenprintl$"#####v1$#####v2$":return
8205 ifv1$="Y"thenprintl$"#####v1$#####v2$":return
8210 ifv1$="Z"thenprintl$"#####v1$#####v2$":return

```

[illegible]

```

127,62,62,30,31,31,63,127
9180 data4,2,4,40,8,252,254,255
9200 data102,63,63,63,126,126,12
4,254,102,252,252,132,20,2,1,2
9210 data254,255,127,192,247,251
,253,254,24,4,255,0,239,247,251,
253
9220 data0,0,0,128,192,224,240,2
48,253,251,247,239,223,191,191,2
23
9230 data254,255,255,255,251,195
,231,255,252,126,191,223,239,247
,251,253
9240 data239,247,251,253,251,247
,239,223,255,255,0,255,0,255,255
,255
9250 data251,247,239,223,191,223
,239,247,191,223,239,247,251,253
,126,63
9260 data255,231,195,231,255,255
,255,127,251,253,253,251,247,239
,223,191
9270 data31,15,7,3,1,0,0,0,191,2
23,239,247,0,255,32,24
9280 data127,191,223,239,3,254,2
55,127,64,128,64,40,33,63,63,102
9290 data127,62,126,126,252,252,
252,102
9310 data255,127,63,16,20,32,64,
32,254,252,248,120,120,60,60,126
9320 data0,0,0,0,7,9,57,124,32,4
8,32,63,224,255,255,255
9330 data8,16,16,252,2,255,243,2
31,254,252,249,243,231,207,159,1
91
9340 data127,127,63,63,63,63,63,
63,207,207,159,159,159,63,63
9350 data191,159,207,231,243,249
,252,254,62,62,158,156,156,156,6
0,124
9360 data127,63,31,207,231,243,2
49,249,252,252,249,249,249,243,2
43,243
9370 data252,252,252,252,252,252
,254,254,253,249,243,203,207,159
,63,127
9380 data231,207,255,64,63,8,8,1
6,255,255,255,7,252,4,12,4
9390 data62,156,144,224,0,0,0,0,
62,60,60,30,30,31,63,127
9400 data4,2,4,40,8,252,254,255
9420 data24,60,60,90,255,255,90,
24,0,16,56,124,56,16,0,0
9430 data0,16,56,124,108,16,56,0
,0,108,124,124,56,16,0,0
9440 data0,16,56,84,254,84,16,0,
0,8,28,62,28,8,0,0
9448 data28,8,62,62,28,8,0,0,0,8
28,62,62,64,0,0,8,62,127,42,28,
8,0,0
9450 rem datn0,56,16,108,124,56,
16,0,0,16,56,124,124,108,0,0,0,8
,42,127,42,28,8,0
9470 data0,0,0,0,6,25,6,25,0,0,0
,0,102,153,102,153,0,0,0,0,96,15
2,96,152
9480 data6,25,6,25,6,25,6,25,102
,153,102,153,102,153,102,153
9490 data96,152,96,152,96,152,96
,152,6,25,6,25,6,0,0,0
9500 data102,153,102,153,102,0,0
,0,96,152,96,152,96,0,0,0
9510 data78,219,219,219,219,219,
206,0
9530 data102,102,102,126,102,60,
24,0,126,6,12,48,64,70,60,0
9540 data60,102,96,56,96,102,60,
0,96,96,254,100,104,112,96,0
9550 data60,102,96,96,62,6,126,0
,60,102,102,62,6,102,60,0
9560 data24,24,24,24,48,96,126,0
,60,102,102,60,102,102,60,0
9570 data60,102,96,124,102,102,6
0,0,115,219,219,219,219,219,114,
0
9580 data28,54,48,48,48,120,0
,112,60,102,102,102,102,60,0
9590 data102,54,30,14,30,54,102,
0
9610 data0,0,0,0,1,3,7,7,28,62,1

```



```

27,255,255,255,255,255
9620 data0,0,0,128,192,224,240,2
40,15,15,15,15,15,7,3
9630 data255,255,255,255,255,255
,255,255,248,248,248,248,248,248
,240,224
9640 data0,0,0,0,0,0,0,201,28,
62,127,0,0,0,128,0,0,0,0,0,0,0
9650 data191,223,239,247,0,255,3
2,24
9670 data8,28,62,127,62,28,8,0,6
2,28,127,127,62,28,8,0
9680 data8,28,62,127,127,127,54,
0,24,90,255,255,90,60,60,24
9710 data120,252,255,129,153,129
,153,129,60,126,255,129,153,129,
153,153
9720 data60,126,255,153,137,129,
145,153,30,63,255,153,147,135,14
7,153
9730 data255,255,153,255,153,255
,153,255,255,255,153,255,153,255
,156,252
9740 data255,255,153,255,153,255
,57,63,255,255,153,255,153,255,1
53,255
9810 data162,0,142,32,208,142,32
,208,142,32,208,232,224,5
9820 data240,240,165,197,201,64,
240,236,96
9999 return
10000 printchr$(14):print"
### PONTON (OR BLACKJACK OR 21)
"
10010 print"#####BY D J
BENNETT"
10050 print"###When playing, th
e 64 cannot 'see' your cards (h
onest!) - but";
10060 print"it can 'see' any y
ou've twisted and it's not stupi
d!"
10070 print"###The usual rules ap
ply, so you cannot:-"
10080 print"###1. stick with less
than 16,"
10090 print"###2. buy for more th
an you bet,"
10100 print"###3. buy the 5th car
d of a 5 card trick if you
cannot bust,"
10110 print"###4. buy after you'v
e twisted,"
10120 print"###Every so often you
'll get a chance to buy or sel
l the bank";
10130 print"as appropriate."
10140 print"###Good luck! You sta
rt with £500 each so if you get
to £1000";
10150 print"you bust the 64."
10160 print"#####PRESS ANY
KEY TO CONTINUE ###"
10170 forq=1to40:print"#####t
ab(39)cn$(q):forde=1to100:next
10175 print"#####
10180 ifpeek(197)<>64thenprintch
r$(142):return
10190 next:goto10170
11000 rem
11100 print"###c$(1):gosub4900:g
osub8900
11110 printy$(1):gosub4800:gosu
b8000
12000 gosub4900:r=rnd(1):ifct=1o
rrnd(1)>.95thenbe=20-(r>.7)*5+(r
<.25)*5:goto12400
12100 ifct=1oorrnd(1)>.9thenbe=1
0-(r>.7)*5+(r<.25)*5:goto12400
12200 ifct<7thenbe=3-(r>.7)+(r<.
25):goto12400
12300 be=7-(r>.7)+(r<.25)
12400 mv=be:gosub2300:gosub2200:
be=right$(str$(be),len(str$(be)
)-1)
12430 printm3$:"I will bet £"be$
13000 cg=2:gosub7100:gosub4900:p
rintc$(2):gosub8900
13010 yg=2:gosub7000:gosub4800:p

```

```

rinty$(2):gosub8000
14000 cp=0:ifct=11andmid$(cc$(1)
,3,1)<>"K"andmid$(cc$(2),3,1)<>"
K"andca=1thencp=1
14005 fd=2:ifcp=1thengosub15500
14010 ifcp=1thenprint"#####
#####":tab(15)"great. i've ";
14020 ifcp=1thenprint"#####
###got a pontoon!":goto15000
14050 ba=1
14100 gosub4900:ifct>21then16000
14102 ifca=1thenct=ct+10:ifct>21
thenct=ct-10
14103 gosub18000:ifrp=1thenprint
"you out!":ac=0:gosub2300:rp=0:g
oto6645
14105 ifcg=5andct<22thenc5=1:pr
intm3$bo$m3$:"five card trick!":g
osub15500:goto15000
14110 ifct<12andcg<4andba=1then1
4200
14120 mt=0:ifct<16thenc5=1
14130 ifct=16andrnd(1)>.5thenmt=
1
14140 ifct=17andrnd(1)>.5thenmt=
1
14150 ifct=18andrnd(1)>.65thenmt
=1
14160 ifct=19andrnd(1)>.75thenmt
=1
14170 ifmt=1thenprintm3$bo$m3$:"
I will twist":cg=cg+1:printc$(cg
):ba=0:gosub7100
14180 ifmt=1thengosub4900andgosub8
000:forde=1to250:next:printm3$bo
$:goto14100
14190 ifmt=0thenprintm3$bo$m3$:"
** I will stick **":goto15000
14200 be=be+mv:mv$=right$(str$(m
v),len(str$(mv))-1)
14230 printm3$bo$m3$:"I will buy
for £"mv$
14240 cg=cg+1:printc$(cg):gosub
7100:gosub4900:gosub8900:fd=fd+1
14250 forde=1to350:next:gosub230
0:printm3$bo$:goto14100
15000 ya=0:yg=1:gosub4800:yg=2:g
osub4800
15020 ifyt=11andmid$(yc$(1),3,1)
<>"K"andmid$(yc$(2),3,1)<>"K"and
ya=1thenyp=1
15030 ifyp=1thengosub2200:printm
1$:"you've got a pontoon. you w
in!"
15035 ifyp=1then16000
15040 ifcp=1andyp=0then16000
15100 gosub4800:ifyt>21then16000
15103 gosub18000:ifrp=1thenprint
"me out!":ac=999:gosub2300:rp=0:
goto6635
15105 ifya=1thenyt=yt+10:ifyt>21
thenyt=yt-10
15106 ifyg=5andyt<22theny5=1:pr
intm1$bo$m1$:"you've a five card
trick!":goto16000
15110 printm2$bo$m2$:"twist (f1)
or stick (f3)?":poke198,0
15120 geta$ifa$=""then15120
15220 gosub2200
15230 ifa$=""thenyg=yg+1:gosub7
000:printy$(yg):gosub4800:gosub
8000:goto15100
15240 ifa$<>"I"thengosub7500:got
o15110
15250 mt=0:ifyt>5andyt<12andya=1
thenyt=yt+10
15260 ifyt<16thenmt=1
15270 ifmt=0thenprintm1$:"you st
uck on":goto16000
15280 ifmt=1thenprintm1$bo$m1$:"
you cannot stick at":yt:gosub7500
15290 ifmt=1thena$=""":goto15220
15500 z=cg:fork=1tofd:printc$(k)
:gosub8975:printc$(k):cg=k
15510 gosub4900:gosub8010:next:c
g=z:gosub4900
15515 ifca=1thenct=ct+10:ifct>21
thenct=ct-10

```

```

15520 return
16000 cw=0:yw=0:ifcp=1orcs=1then
16005
16003 gosub15500
16005 ifyp=1thenyw=1:ac=ac+be:go
sub7200:goto16620
16010 ifcp=1thencw=1:ac=ac-be:cb
=1:yb=0:nw=50
16015 ifcp=1thenprintm3$bo$m3$:"
now it's my bank!":gosub7200:got
o16648
16020 ify5=1thenyw=1:ac=ac+be:go
sub7300:goto16620
16030 ifc5=1thencw=1:gosub7400:g
oto16600
16100 ifct>21thenprintm3$bo$m3$:"
I've bust.":yw=1:gosub7300:goto
16600
16110 ifyt>21thenprintm1$bo$m1$:"
you've bust.":cw=1:ac=ac-be:gos
ub7400:goto16620
16120 ifyt>ctthenyw=1:cw=0:gosu
b7300:goto16600
16130 ifyt<ctthencw=1:yw=0:gosub
7400:goto16600
16600 ifcw=1thenprintm3$bo$m3$:"
that's another one to me!":ac=ac
-be
16610 ifyw=1thenprintm1$bo$m1$:"
ok - you win.":ac=ac+be
16620 gosub2300
16630 ifac=1000thenprintm2$bo$m
2$:"you've cleaned me out!":gosu
b7200
16640 ifac=0thenprintm2$bo$m2$:"
you're cleaned out!":gosub7200
16645 ifac=0orac=1000thenprintm
3$bo$m3$:"press any key for anot
her game.":poke198,0
16646 ifac=0orac=1000thensys491
52:poke53280,5:run100
16647 goto16650
16648 printm2$bo$m2$:"press any
key for another deal.":sys49152:
poke53280,5:goto1000
16650 printm2$bo$m2$:"press any
key for another deal.":poke198,0
wait198,1:goto1000
17000 ifac<299thenpr=150
17010 ifac<300andac>97thenpr=1n
t(ac/2)
17020 ifac<100thenob=0:bo=0:retu
rn
17030 gosub2200:pr$=right$(str$(
pr),len(str$(pr))-1)
17040 ifcb=1thenprintm1$:"do you
want to buy the bank for £"pr$
?"
17045 ifyb=1thenprintm1$:"do you
want to sell the bank for £"pr$
?"
17050 printm2$:"press f1 for yes
or f3 for no.":poke198,0
17060 geta$ifa$=""then17060
17070 ifa$=""thennu=50:return
17080 ifa$=""thenob=0:bo=0:retu
rn
17090 gosub7500:goto17060
18000 rp=0:ifyt=21andyv(1)=7andy
v(2)=7andyv(3)=7thenrp=1
18010 ifct=21andcv(1)=7andcv(2)=
7andcv(3)=7thenrp=1
18020 ifrp=0thenreturn
18030 gosub15500:gosub2200:print
m1$:"good grief - a royal pontoo
n!":gosub7200
18040 printm2$:"that's cleaned ";
return
19000 poke53280,0:poke53281,0:pr
int"#####please press stop on ta
pe recorder."
19010 gosub7300:poke53280,7:poke
53281,7: return

```

ready.





CLASSIFICATION 67	SERIAL NUMBER 991	AUTHORISATION (INITIALS)
AUTHOR STUART WATSON		
INVESTIGATING DROID OTTIS	AUTHORISATION CODE 91917345	

# MASTERMIND

## SPECTRUM

Mastermind is a computer version of the famous boardgame. When the program is run brief instructions will appear and pressing any key will draw the board.

You must guess the colour code using clues given by the computer. A white peg means you got it wrong, black means it was in the right peg.

Now get set to pit your wits.

```

5 CLS
10 REM MASTERMIND BY S.WATSON
20 REM TO PAULA
100 GO SUB 8000: REM GRAPHICS
110 GO SUB 9500: REM VARIABLES
115 GO SUB 6000: REM INSTRUCTS
120 GO SUB 7000: REM SCREEN
200 REM RANDOM COLOURS
240 IF X=5 THEN GO TO 300
250 LET C(X)=0+INT (RND*6)
255 IF X=1 THEN LET X=2: GO TO
260
265 LET XC=X-1
270 IF C(X)=C(XC) THEN GO TO 2
280
280 LET XC=X-1
285 IF XC=0 THEN LET X=X+1: GO
TO 240
290 GO TO 260
300 REM INPUT ROUTINE
303 PRINT AT 18,7;"INPUT YOUR C
LOURS."
305 LET Y=1: LET G=0
310 PAUSE 0
311 LET V$=INKEY$
312 IF V$="Q" OR V$="q" THEN B
EEP .1,-20: LET X=1: LET Y=1: PR
INT AT 18,7;"
": GO TO 960
313 IF V$="0" OR V$="1" OR V$="
2" OR V$="3" OR V$="4" OR V$="5"
THEN LET I(Y)=VAL V$: BEEP .01
.40: GO TO 318
315 GO TO 310
318 GO SUB 2000
319 PRINT AT 20,6:I(Y): LET G=G
+1
320 IF Y=4 THEN PRINT AT 20,6;
D.K? Y/N": GO TO 1000
330 LET Y=Y+1
350 GO TO 310
400 REM B+W PEG ROUTINE
405 PRINT AT 18,7;"
"
410 LET X=1: LET Y=1
420 LET B=0: LET W=0
450 IF C(X)=I(Y) AND X=Y THEN
LET B=B+1: GO TO 470
460 IF C(X)=I(Y) THEN LET W=W+
1
470 IF X=4 AND Y=4 THEN GO TO
500

```

```

480 IF Y=4 THEN LET Y=0: LET X
=X+1
485 LET Y=Y+1
490 GO TO 450
500 REM PRINT COLOURED PEGS
505 LET O=8
510 LET Y=1: LET X=1
520 IF T=0 THEN LET F=1: LET D
=1: GO TO 550
530 LET P=P+3
550 LET T=T+1
560 PRINT AT 0,P; INK I(Y);" "
:I(Y)
570 LET O=D+1: LET Y=Y+1
580 IF Y=5 THEN GO TO 600
590 GO TO 560
600 REM PRINT B+W PEG ROUTINE
610 LET O=D-8
650 IF B<3 AND W<3 THEN GO TO
740
660 IF W=3 THEN PRINT AT 0,P;
INVERSE 1;" ": PRINT AT 0-1,P
: INVERSE 1;" ": IF B=1 THEN P
RINT AT 0-1,P+1;" "
670 IF W=4 THEN PRINT AT 0,P;
INVERSE 1;" ": PRINT AT 0-1,P
: INVERSE 1;" ": GO TO 900
680 IF B=3 THEN PRINT AT 0,P;
": PRINT AT 0-1,P;" "
690 IF B=4 THEN PRINT AT 0,P;
": PRINT AT 0-1,P;" ": BE
EEP .2,50: BEEP .4,0: BEEP .1,4:
GO TO 955
700 GO TO 200
740 LET D=P: LET F=P
750 IF W=0 THEN GO TO 800
760 FOR N=1 TO W
770 PRINT AT 0,F; INVERSE 1;"
"
775 LET F=F+1
780 NEXT N
795 IF B=0 THEN GO TO 900
800 FOR M=1 TO B
810 PRINT AT 0-1,D;" "
815 LET D=D+1
820 NEXT M
900 LET Y=1: LET X=1
930 IF T>9 THEN BEEP 1,-15: PR
INT AT 17,10;"YOU'VE HAD 10 GOES
": GO TO 955
950 GO TO 300
955 LET Y=1: LET X=1

```

```

960 PRINT AT 20,0;" "
PRINT AT 17,X; INK C(X);" "
970 LET X=X+1: IF X=5 THEN GO
TO 978
975 GO TO 960
978 PRINT AT 18,1;C(1);C(2);C(3
);C(4)
980 PRINT AT 20,0;"ANOTHER GO Y
/N": PAUSE 0
985 LET V$=INKEY$
990 IF V$="N" OR V$="n" THEN R
ANDOMIZE USR 1
995 RUN
1000 REM INPUTS OK Y/N
1010 PAUSE 0
1020 LET V$=INKEY$
1030 IF V$="N" OR V$="n" THEN P
RINT AT 20,0;" "
BEEP .1,0: GO TO 300
1040 BEEP .05,0: PRINT AT 20,0;"
": GO TO 400
2000 REM CHECK THAT INPUTS
2010 REM ARE ALL DIFFERENT
2020 IF Y=1 THEN RETURN
2030 LET YC=Y-1
2050 IF I(Y)=I(YC) THEN GO TO 3
40
2060 LET YC=YC-1
2070 IF YC=0 THEN RETURN
2080 GO TO 2050
6000 REM INSTRUCTIONS
6100 CLS: PRINT AT 1,8;"C O M P
U T E R": PRINT AT 3,5;" M A S
T E R M I N D"
6110 PRINT AT 6,0;"THIS PROGRAM
IS LIKE THE FAMOUS GAME MASTERMI
ND.WHAT YOU MUST DO IS GUESS THE
COLOUR CODE USING THE CLUES GIV
EN BY THE COMPUTER.PRESS Q TO QU
IT THE GAME."
6120 PRINT AT 12,0;"A WHITE PEG
MEANS THAT YOU HAVE A COLOUR IN
THE WRONG PLACE."
6130 PRINT AT 15,0;"A BLACK PEG
MEANS THAT YOU HAVE A COLOUR IN
THE CORRECT PLACE."
6140 PRINT AT 18,0;"ALL THE RAND
OM COLOURS CHOSEN BYTHE COMPUTER
ARE OUT OF THE COLOURS 0-5
SHOWN AT THE TOP OF THE KEYBOARD
."

```



```
6145 PRINT #1;"ANY KEY TO CONTIN
UE..."
6150 PAUSE 0: CLS
6200 RETURN
6999 STOP
7000 REM SCREEN SET-UP
7005 PLOT 7,40: DRAW 33,0: DRAW
0,-18: DRAW -33,0: DRAW 0,18
7010 LET N=6: LET M=153
7020 LET O=6: LET P=112
7100 PLOT 0,50: DRAW 255,0: DRAW
0,125: DRAW -255,0: DRAW 0,-125
7110 PLOT N,M
7120 DRAW 19,0: DRAW 0,-19: DRAW
-19,0: DRAW 0,19
7150 PLOT 0,P
7160 DRAW 19,0: DRAW 0,-34: DRAW
-19,0: DRAW 0,34
7170 LET N=N+24: LET O=O+24
7180 IF N>240 THEN LET O=8: LET
P=0: RETURN
7190 GO TO 7110
7999 STOP
8000 REM GRAPHICS
```

```
8010 REM COLOURED PEG=GRAPHICS A
8020 REM B OR W PEG=GRAPHICS B
8090 REM COLOURED PEG
8100 POKE USR " "+0,BIN 00000000
0
8110 POKE USR " "+1,BIN 0001100
0
8120 POKE USR " "+2,BIN 0011110
0
8130 POKE USR " "+3,BIN 0111111
0
8140 POKE USR " "+4,BIN 0111111
0
8150 POKE USR " "+5,BIN 0011110
0
8160 POKE USR " "+6,BIN 0001100
0
8170 POKE USR " "+7,BIN 0000000
0
8190 REM B OR W PEG
8200 POKE USR " "+0,BIN 0000000
0
8210 POKE USR " "+1,BIN 0000100
0
```

```
8220 POKE USR " "+2,BIN 0001110
0
8230 POKE USR " "+3,BIN 0011111
0
8240 POKE USR " "+4,BIN 0001110
0
8250 POKE USR " "+5,BIN 0000100
0
8260 POKE USR " "+6,BIN 0000000
0
8270 POKE USR " "+7,BIN 0000000
0
8290 RETURN
9500 LET B=0: REM BLACK PEGS
9510 DIM C(4): REM COLOURS
9520 DIM I(4): REM INPUTS
9530 LET T=0: REM TRIES(10 MAX.)
9540 LET W=0: REM WHITE PEGS
9550 LET X=1: REM COLOURS DIM
9560 LET Y=1: REM INPUTS DIM
9570 LET XC=0: REM COLOUR CHECK
9580 LET O=8: LET P=1
9590 LET D=1: LET F=1
9600 RETURN
```



CLASSIFICATION 7D1	SERIAL NUMBER 663	AUTHORISATION (INITIALS)
AUTHOR DAVID ESTALL		DE
INVESTIGATING DROID BIG RED	AUTHORISATION CODE 666931667	

# RODNEY THE DROID

## CBM 64

Spirits of ancient Egypt, Uncle Ugly and Rodney the Droid. What a combination. Bizarre doesn't begin to describe the ingredients of David Estall's game.

Mega-villain Uncle Ugly has created a vast underground complex — around 100 rooms — each containing a treasure from the tomb of tutankhamen.

Robot RDN3 — otherwise known as Rodney — must move through the complex maze collecting these treasures. He can generate an electric field to destroy the killer droids which protect the stolen goodies.

Remember to avoid the maze walls — they're electrified. Good hunting ...

```
15 REM
20 REM (C) 1985 BY D.ESTALL, FOR
C&VG
25 REM
30 POKE56578,PEEK(56578)OR3:POKE
56576,(PEEK(56576)AND252)OR1
35 POKE648,132:POKE53272,(PEEK(5
3272)AND15)OR16
40 POKE53280,13:POKE53281,13:PRI
NTCHR$(147):CHR$(144)::FORZZ=1TO
500:NEXTZZ
45 PRINTTAB(240)TAB(214)"PLEASE
WAIT: ".GG=5:FORZZ=0TO20:POKE5328
0,GG:GG=18-GG
50 FORXX=0TO63:READQ:POKE55520+
(ZZ*64)+XX,QQ:NEXTXX,ZZ
55 POKE53280,5:DIMMZ(10,10,1):FO
RZZ=1TO10:FORXX=1TO10:READMZ(XX,
ZZ,0)
60 NEXTXX,ZZ:POKE53280,13:DIMSD(
```

```
5):FORZZ=1TO5:READSD(ZZ):NEXTZZ
65 DIMHS$(10,1):FORZZ=1TO10:HS$(
ZZ,0)=STR$(1100-ZZ*100)
70 HS$(ZZ,1)="THE DROID":NEXTZZ
75 POKE53280,5:FORZZ=0TO11:FORXX
=0TO15:READQQ:POKE49152+ZZ*16+XX
,QQ:NEXTXX,ZZ
80 DIMNT(14,1):FORZZ=1TO14:READN
T(ZZ,0),NT(ZZ,1):NEXTZZ
85 SYS49152:POKE254,1:POKE53280,
13:FORZZ=1TO25:PRINT:FORXX=1TO50
:NEXTXX,ZZ
90 A$="DAVID ESTALL PROUDLY PRES
ENTS....":ZZ=RND(-TI)
95 PRINTCHR$(147):TAB(43)::FORZZ
=1TO34:PRINTMID$(A$,ZZ,1):
100 FORXX=1TO50:NEXTXX,ZZ:V=5324
8:S=54272:FORZZ=0TO24:POKE5+ZZ,0
:NEXTZZ
105 POKEV+21,63:FORZZ=0TO5:POKE3
4808+ZZ,54+ZZ:POKEV+(2*ZZ),0:POK
```

```
EV+(2*ZZ)+1,0
110 POKEV+39+ZZ,9:NEXTZZ:POKEV+2
3,63:POKEV+29,1
115 POKEV,160:FORZZ=0TO100:POKEV
+1,ZZ:FORXX=1TO20:NEXTXX,ZZ
120 FORZZ=160TO955STEP-1:POKEV,ZZ
:FORXX=1TO20:NEXTXX,ZZ
125 FORZZ=1TO5:POKEV+(2*ZZ),119+
(26*ZZ):FORXX=0TO105:POKEV+(2*ZZ
)+1,XX
130 NEXTXX:POKEV+(2*ZZ)+1,105+((
ZZ<5)*5):NEXTZZ:FORZZ=106TO127:P
OKEV+11,ZZ
135 NEXTZZ:POKEV+11,122:GOSUB909
0:PRINTCHR$(19):TAB(255):TAB(255
):"THE DROID"
140 PRINTTAB(241):"PLEASE PRESS
ANY KEY FOR INSTRUCTIONS:":ZZ=1:
DD=1
145 POKE53280,SD(ZZ):ZZ=ZZ+DD:IF
(ZZ=5)OR(ZZ=1)THENDD=-DD
```





```
150 GETA$: IFA$="" THEN FOR XX=1 TO 10
  : NEXT XX: GOTO 145
155 TT=14: FOR ZZ=1 TO 100: POKE 53280
  : TT: POKE 53281, TT: TT=15-TT: NEXT ZZ
160 PRINT CHR$(147); : FOR ZZ=5 TO 15
  : FOR XX=1 TO 10: POKE V+39+XX, SD(Z
  : )+NEXT XX
165 FOR DD=1 TO 100: NEXT DD, ZZ: FOR ZZ
  : =1 TO 11: POKE V+ZZ, 0: NEXT ZZ: POKE V+2
  : 1, 0: GOTO 6000
170 PRINT CHR$(147); TAB(240); TAB(
  : 215); "GET READY!"
175 SC=0: LI=3: LV=1: EN=40: X=INT(R
  : ND(1)*4)+4: Y=INT(RND(1)*4)+4: AR=
  : 0: JO=127
180 DX=0: DY=0: XP=172: YP=220: FOR Z
  : =1 TO 10: FOR XX=1 TO 10: MZ(ZZ, XX, 1)=
  : 4
185 IF (ZZ=10RZZ=10) AND (XX=10RXX=
  : 10) THEN MZ(ZZ, XX, 1)=6
190 IF RND(1)<0.65 THEN MZ(ZZ, XX, 1)
  : =MZ(ZZ, XX, 1)+1
195 NEXT XX, ZZ: POKE 34808, 43: POKE 3
  : 4809, 63: POKE 34810, 62: POKE V+23, 0:
  : POKE V+29, 0
200 REM (GREETINGS TO JIMBO & RI
  : CH!)
205 POKE V+39, 14: POKE V+40, 8: POKE V
  : +41, 4: POKE V+28, 1: POKE V+37, 10: POKE
  : V+38, 0
210 GOTO 8000
215 CC=PEEK(V+30): GOTO 7000
220 IF MN>0 THEN POKE 34810+KK, 2*(MN
  : -40): PEEK(34810+KK)+1: KK=KK+1: IF
  : MN THEN KK=1
225 POKE V+37, 252-PEEK(V+37): GOTO
  : 315
2485 REM
2490 REM --- RUN OUT OF ENERGY ---
2495 REM
2500 XE=2: FOR ZZ=0 TO 100: POKE V+39,
  : 1E: POKE V+38, XE: POKE V+37, XE: XE=12
  : -XE: NEXT ZZ
2505 GOSUB 8945: FOR ZZ=1 TO 5: POKE 53
  : 280, SD(ZZ): POKE 53281, SD(ZZ)
2510 FOR XX=1 TO 500: NEXT XX, ZZ: PRIN
  : T CHR$(147); CHR$(159); TAB(96); "OH
  : DEAR!"
2515 PRINT CHR$(150); TAB(46); "YOU
  : SEEM TO HAVE RUN OUT OF ENERGY"
2520 FOR ZZ=1 TO 2000: NEXT ZZ: PRINTT
  : AB(47); "YOUR ROBOT IS NOW USELES
  : S": GOTO 6515
2585 REM
2590 REM --- HIT A RECHARGER ---
2595 REM
2600 POKE 254, 1: FOREN=ENT040: POKE
  : 2232+EN, 171: POKE 53280, INT(RND(1
  : )+1)
2605 NEXT EN: POKE 53280, 1: POKE V+21
  : , PEEK(V+21)-4: POKE V+4, 0: POKE V+5,
  : 0
2610 MZ(X, Y, 1)=MZ(X, Y, 1)-2: GOTO 5
  : 000
2635 REM
2640 REM --- NEXT ROOM ---
2645 REM
2650 XX=XP: YY=YP: GOSUB 8945: XP=XX
  : : YP=YY
2655 IF XP<20 THEN X=X-1: XP=320: GOTO
  : 2485
2660 IF XP>324 THEN X=X+1: XP=25
2665 IF YP<70 THEN Y=Y-1: YP=220: GOTO
  : 2485
2670 IF YP>225 THEN Y=Y+1: YP=75
2675 POKE V+39, 14: POKE V+40, 8: POKE
  : V+41, 4: POKE V+28, 1: POKE V+37, 10: PO
  : KE V+38, 0
2680 FOR ZZ=34272 TO 34392 STEP 40: PO
  : KE ZZ, 207: NEXT ZZ
2685 FOR ZZ=33930 TO 33933: POKE ZZ, 2
  : 07: NEXT ZZ
2690 FOR ZZ=34311 TO 34431 STEP 40: PO
  : KE ZZ, 207: NEXT ZZ
2695 FOR ZZ=34770 TO 34773: POKE ZZ, 2
  : 07: NEXT ZZ
2700 FOR ZZ=1 TO 38: POKE 34232+ZZ, 20
  : 7: POKE 34432+ZZ, 207: NEXT ZZ: X0=1: G
  : OTO 8000
2785 REM
```

```
4990 REM --- GOT AN ARTIFACT ---
4995 REM
5000 POKE 254, 1: FOR ZZ=1 TO 10: FOR XX
  : =2 TO 15: POKE V+40, XX: NEXT XX, ZZ
5005 SC=SC+(10*LV): GOSUB 8905: AR=
  : AR+1: GOSUB 8935
5010 POKE V+21, PEEK(V+21)-2: POKE V
  : +2, 0: POKE V+3, 0
5015 MZ(X, Y, 1)=MZ(X, Y, 1)-4: IF AR=
  : 100 THEN 5025
5020 DX=0: DY=0: POKE 254, 0: CC=PEEK
  : (V+30): GOTO 220
5025 GOSUB 8945: FOR ZZ=1 TO 10: FOR XX
  : =1 TO 15: POKE 53280, XX
5030 POKE 53281, XX: NEXT XX, ZZ: POKE
  : 53280, 8: POKE 53281, 8
5035 PRINT CHR$(147); CHR$(144); TA
  : B(12); "CONGRATULATIONS!"
5040 PRINT CHR$(5); TAB(42); "YOU H
  : AVE COLLECTED ALL THE ARTIFACTS"
5045 PRINT TAB(41); "AND DEFEATED
  : UNCLE UGLY AND HIS INSANE"
5050 PRINT TAB(41); "ROBOTS!! YOU
  : MAY NOW CONSIDER YOURSELF"
5055 PRINT TAB(43); "A CLASS"; LV; "
  : DROIDMASTER! WELL DONE!!"
5060 LV=LV+1: FOR ZZ=1 TO 5000: NEXT Z
  : Z
5065 PRINT CHR$(28); TAB(41); "AND
  : NOW, LIKE ALL GOOD COMPUTER GAME
  : S,"
5070 PRINT TAB(41); "I WILL ASK YO
  : U TO PLEASE TRY AGAIN!!"
5075 PRINT CHR$(144); TAB(55); "(HE
  : E HEE!)"
5080 FOR ZZ=1 TO 5000: NEXT ZZ
5085 TT=5: FOR ZZ=1 TO 100: POKE 53280
  : , TT: POKE 53281, TT: TT=12-TT: NEXT ZZ
5090 AR=0: X=INT(RND(1)*4)+4: Y=IN
  : T(RND(1)*4)+4: EN=40: LI=LI+1: JO=1
  : 27
5095 SC=SC+(LV*1000): POKE 53280, 1
  : : POKE 53281, 1: PRINT CHR$(147); CHR$(
  : 31);
5100 PRINT TAB(240); TAB(215); "GET
  : READY!": GOTO 180
5985 REM
5990 REM --- INSTRUCTIONS ROUTIN
  : E ---
5995 REM
6000 PRINT CHR$(5);
6005 PRINT "UNCLE UGLY, THE INFAM
  : OUS MEGA-VILLAIN,"
6010 PRINT "HAS CREATED AN UNDERG
  : ROUND COMPLEX OF"
6015 PRINT "100 ROOMS. EACH ROOM
  : CONTAINS A STOLEN"
6020 PRINT "ARTIFACT FROM THE FAM
  : OUS EGYPTIAN TOMB"
6025 PRINT "OF TUTANKHAMEN. YOUR
  : TASK IS TO GUIDE"
6030 PRINT "AN RDNS ROBOT (NICKNA
  : MED 'RODNEY') "
6035 PRINT "THROUGH THE TORTUOUS
  : MAZE OF ROOMS,"
6040 PRINT "COLLECTING THE ARTIFA
  : CTS AS IT GOES."
6045 PRINT "TO HELP YOU, RODNEY H
  : AS BEEN SPECIALLY"
6050 PRINT "EQUIPPED WITH A 'STAT
  : IC DISCHARGE"
6055 PRINT "MODULE'. THIS MEANS T
  : HAT WHEN YOU PRESS"
6060 PRINT "THE FIRE BUTTON ON TH
  : E JOYSTICK (WHICH"
6065 PRINT "SHOULD BE IN PORT 2),
  : THE ROBOT"
6070 PRINT "WILL EMIT AN ELECTRIC
  : FIELD, DESTROYING"
6075 PRINT "ANY COMPUTER-CONTROLL
  : ED KILLER-DROIDS"
6080 PRINT "THAT COME NEAR. ALSO
  : IN THE COMPLEX"
6085 PRINT "ARE FOUR RECHARGERS T
  : HAT RODNEY CAN USE"
6090 PRINT "TO REGAIN ANY ENERGY
  : LOST IN BATTLE."
6095 PRINT "ONE FINAL NOTE: THE R
  : OOM WALLS ARE"
6100 PRINT "ELECTRIFIED, AND CANN
  : OT BE TOUCHED."
```

```
6105 PRINT "YOU HAVE THREE RODNEY
  : S AT THE START OF"
6110 PRINT "THE GAME, AND YOU GAI
  : N ONE FOR GETTING"
6115 PRINT "ALL THE ARTIFACTS. GO
  : OD LUCK!": GOTO 8960
6120 PRINT CHR$(17); CHR$(31); TAB(
  : 3); "PLEASE PRESS ANY KEY TO PLAY
  : ....";
6125 GETA$: IFA$="" THEN 6125
6130 TT=10: FOR ZZ=1 TO 100: POKE 5328
  : 0, TT: POKE 53281, TT: TT=11-TT: NEXT Z
  : Z: GOTO 170
6485 REM
6490 REM --- DEAD RODDERS ROUTIN
  : E ---
6495 REM
6500 GOSUB 8945: FOR ZZ=1 TO 5: POKE 53
  : 280, SD(ZZ): POKE 53281, SD(ZZ)
6505 FOR XX=1 TO 500: NEXT XX, ZZ: PRIN
  : T CHR$(147); CHR$(159); TAB(96); "WH
  : OOPS!!"
6510 PRINT CHR$(150); TAB(46); "YOU
  : HAVE JUST BROKEN A ROBOT"
6515 FOR ZZ=1 TO 2000: NEXT ZZ: PRIN
  : T CHR$(158); TAB(52); "THAT'S"; (4-LI)
  : ; "SO FAR!"
6520 FOR ZZ=1 TO 2000: NEXT ZZ: LI=LI-
  : 1: IF LI=0 THEN 6550
6525 PRINT CHR$(153); TAB(43); "NEV
  : ER MIND, I JUST HAPPEN TO BE IN"
6530 PRINT TAB(43); "POSSESSION OF
  : A REPLACEMENT RODNEY"
6535 PRINT TAB(43); "PLEASE TRY NO
  : T TO BREAK THIS ONE!!"
6540 FOR ZZ=1 TO 4000: NEXT ZZ: XX=0: F
  : OR ZZ=1 TO 100: POKE 53280, XX: POKE 532
  : 81, XX
6545 XX=1-XX: NEXT ZZ: EN=40: GOTO 20
  : 5
6550 PRINT CHR$(153); TAB(41); "WEL
  : L, I HAVE RUN OUT OF SPARE RODNE
  : YS,"
6555 PRINT TAB(40); "SO I GUESS TH
  : AT MEANS YOUR GAME IS OVER."
6560 FOR ZZ=1 TO 3500: NEXT ZZ: PRIN
  : T CHR$(5); TAB(8); "YOU MANAGED TO SC
  : ORE"; SC
6565 ZZ=0: FOR XX=1 TO 10: IF SC>VAL(H
  : S$(XX, 0)) THEN ZZ=XX: XX=11
6570 NEXT XX: FOR XX=1 TO 3000: NEXT XX
  : : IF ZZ=0 THEN FOR XX=1 TO 1000: NEXT XX:
  : GOTO 6650
6575 PRINT CHR$(147); CHR$(159); "G
  : OOD GRIEF! YOUR SCORE IS GOOD EN
  : OUGH TO"
6580 PRINT TAB(5); "GO ON TO THE HI
  : GH-SCORE TABLE!"
6585 FOR XX=1 TO 2000: NEXT XX
6590 PRINT CHR$(158); TAB(48); "PLE
  : ASE TYPE IN YOUR NAME"
6595 PRINT CHR$(154); TAB(49); ">";
  : : NN$="": NN=0
6600 PRINT CHR$(154); "<"; CHR$(157
  : );
6605 GETA$: IFA$="" OR (NN=20 AND A
  : A$>CHR$(13) AND A$<CHR$(20)) THEN
  : N6605
6610 IFA$=CHR$(13) AND NN=0 THEN 66
  : 30
6615 IFA$=CHR$(20) AND NN=0 THEN PR
  : INTA$: NN=NN+1: NN$=LEFT$(NN$, NN
  : ): GOTO 6605
6620 IFA$<CHR$(32) OR A$>CHR$(95)
  : THEN 6605
6625 PRINT CHR$(5); A$: : NN$=NN$+A
  : $: NN=NN+1: GOTO 6600
6630 PRINT: PRINT CHR$(155); TAB(55)
  : ; "THANK YOU!": FOR XX=1 TO 2000: NE
  : X
  : TXX
6635 IF ZZ=10 THEN 6645
6640 FOR XX=9 TO ZZ STEP -1: HS$(XX+1,
  : 0)=HS$(XX, 0): HS$(XX+1, 1)=HS$(XX,
  : 1): NEXT XX
6645 HS$(ZZ, 0)=STR$(SC): HS$(ZZ, 1)
  : =NN$
6650 TT=0: FOR ZZ=1 TO 100: POKE 53280
  : , TT: POKE 53281, TT: TT=15-TT: NEXT ZZ
6655 PRINT CHR$(147); CHR$(144); TA
  : B(10); "ALL-TIME DROIDMASTER": PRI
  : NT
```



```
6660 PRINTCHR$(31);TAB(5);HS$(1,
1);CHR$(156);TAB(25);HS$(1,0)
6665 PRINTCHR$(144);TAB(49);"...
AND THE NUTTY NINE:"PRINT
6670 FORZZ=2T010:PRINTCHR$(149);
TAB(5);HS$(ZZ,1);CHR$(156);TAB(2
5);HS$(ZZ,0)
6675 PRINT:NEXTZZ:PRINTCHR$(30);
TAB(3);"PLEASE PRESS ANY KEY TO
PLAY AGAIN";
6680 GETAA$:IFAA$=""THEN6680
6685 TT=15:FORZZ=1T0100:POKE5328
0,TT:POKE53281,TT:TT=16-TT:NEXTZ
Z
6690 PRINTCHR$(147);CHR$(31);TAB
(240);TAB(215);"GET READY!":GOTO
175
6985 REM
6990 REM --- PLAYER INTERVENTION
---
6995 REM
7000 EE=PEEK(56320):IFJJ=111ANDE
E>116THENPOKE34808,43
7005 IFJJ>116ANDEE<112THENPOKE34
808,60
7010 JJ=EE:IFEE=127THEN7500
7015 IFJJ=1220RJ=1260RJ=118THE
NDY=DY+(DY>=1)
7020 IFJJ=1210RJ=1250RJ=117THE
NDY=DY-(DY<1)
7025 IFJJ=1220RJ=1230RJ=121THE
NDX=DX+(DX>=1)
7030 IFJJ=1180RJ=1190RJ=117THE
NDX=DX-(DX<1)
7035 IFJJ<112THENJJ=111:GOSUB897
0
7040 GOTO7500
7485 REM
7490 REM --- SCREEN UPDATE ---
7495 REM
7500 POKEV+1,PEEK(V+1)+(3*DY):YP
=YP+(3*DY):HH=PEEK(V)+(3*DX):XP=
XP+(3*DX)
7505 IFHH<0THENPOKEV+16,PEEK(V+1
6)-1:HH=255+HH:GOTO7515
7510 IFHH>255THENPOKEV+16,PEEK(V
+16)+1:HH=HH-255
7515 POKEV,HH:CC=PEEK(V+30):QQ=P
EEK(V+31)
7520 IF(XP<200RXP>324)OR(YP<700E
YP>225)AND(QQAND1)=0THEN4500
7525 IF(CCAND1)=0THEN7565
7530 IF(CCAND2)=2THEN5000
7535 IF(CCAND4)=4THEN4000
7540 IFJJ>116THEN7570
7545 FORZZ=1TONM:IF(CCAND(2^ZZ+
2))=0THEN7560
7550 POKE704+(2*ZZ),0:POKE705+(2
*ZZ),0:POKEV+21,PEEK(V+21)-(2^Z
Z+2)
7555 SC=SC+5:GOSUB8905
7560 NEXTZZ:GOSUB8970:CC=PEEK(V+
30):GOTO120
7565 IF(QQAND1)=0THEN220
7570 POKEV+39,8:GOSUB9115:FORZZ=
1T0100:POKEV+39,INT(RND(1)*16):N
EXTZZ
7575 POKE34808,61:FORZZ=1T01500:
NEXTZZ:GOTO6500
7985 REM
7990 REM --- ROOM GENERATION ---
7995 REM
8000 PRINTCHR$(147);CHR$(31):FO
RZZ=0T039:POKE33912+ZZ,207:POKE5
5416+ZZ,4
8005 POKE34752+ZZ,207:POKE56256+
ZZ,4:POKE34232+ZZ,207:POKE55736+
ZZ,4
8010 POKE34432+ZZ,207:POKE55936+
ZZ,4:NEXTZZ:FORZZ=0T019:POKE3395
2+(ZZ*40),207
8015 POKE55456+(ZZ*40),4:POKE339
91+(ZZ*40),207:POKE55495+(ZZ*40)
,4:NEXTZZ
8020 IF(MZ(X,Y,0)AND1)=1THENS5=3
4272:EE=34392:TT=40:GOSUB8900
8025 IF(MZ(X,Y,0)AND2)=2THENS5=3
3930:EE=33933:TT=1:GOSUB8900
8030 IF(MZ(X,Y,0)AND4)=4THENS5=3
4311:EE=34431:TT=40:GOSUB8900
8035 IF(MZ(X,Y,0)AND8)=8THENS5=3
```

```
4770:EE=34773:TT=1:GOSUB8900
8040 QQ=INT(RND(1)*29)+1:S5=3423
2+QQ:EE=SS+9:TT=1:GOSUB8900
8045 QQ=INT(RND(1)*29)+1:S5=3443
2+QQ:EE=SS+9:TT=1:GOSUB8900:IFXQ
=1THEN8980
8050 PRINT"SCORE";SPC(7);"LIVES"
;SPC(3);"LEVEL";SPC(3);"ARTIFACT
S";SPC(3);
8055 PRINTCHR$(150);CHR$(18);"++
++++++";CHR$(154);
8060 PRINT"++++++";CHR$(146):GOTO8980
++++++";CHR$(146):GOTO8980
8065 XQ=0:GOSUB8905:GOSUB8915:GO
SUB8925:GOSUB8935:NN=40:GOSUB897
5
8070 GOSUB9000:POKEV+1,YP:IFXP<2
56THENPOKEV,XP:GOTO8080
8075 POKEV+16,(PEEK(V+16)OR1):PO
KEV,XP-255
8080 IF(MZ(X,Y,1)AND4)=4THENPOKE
V+16,(PEEK(V+16)OR2):POKEV+2,55:
POKEV+3,85
8085 IF(MZ(X,Y,1)AND2)=2THENPOKE
V+4,35:POKEV+5,85:POKEV+21,(PEEK
(V+21)OR4)
8090 MN=0:NM=INT(RND(1)*5)+1:IF(
MZ(X,Y,1)AND1)=0THEN8135
8095 MN=(INT(RND(1)*5)+1)*2:FORZ
Z=1TONM:POKE34810+ZZ,42+MN+INT(R
ND(1)*2)
8100 POKEV+4+(ZZ*2),82+(ZZ*30):P
OKEV+5+(2*ZZ),155
8105 POKEV+21,(PEEK(V+21)OR(2^(Z
Z+2))):POKEV+41+ZZ,1
8110 POKE724+(ZZ*2),35:POKE725+(
ZZ*2),85:POKE744+(ZZ*2),(312AND2
55)
8115 POKE745+(ZZ*2),224:POKE704+
(ZZ*2),INT(RND(1)*5)+1+(INT(RND(
1)*2)*128)
8120 POKE706+(ZZ*2),INT(RND(1)*5
)+1+(INT(RND(1)*2)*128)
8125 FORXX=2T05:POKEV+41+ZZ,8D(X
X):FOROD=1T05:NEXTOD,XX
8130 CC=0:FORXX=1T040:POKEV+41+Z
Z,CC:CC=5-CC:NEXTXX,ZZ
8135 POKE1025,(5+LV):POKE2,(6-LV
)
8140 IF(MZ(X,Y,1)AND4)=4THENPOKE
V+21,(PEEK(V+21)OR2)
8145 KK=1:POKEV+21,(PEEK(V+21)OR
1):CC=PEEK(V+30):QQ=PEEK(V+31)
8150 PRINTCHR$(19);CHR$(144);SPC
(98);"GO!!":GOSUB9060
8155 PRINTCHR$(145);SPC(18);"
":POKE254,0:GOTO215
8160 REM --- FOUR SPACES IN QUOT
ES ---
8885 REM
8890 REM --- ODDS 'N' ENDS ---
8895 REM
8900 FORZZ=8STOESTEPTT:POKEZZ,3
2:NEXTZZ:RETURN
8905 SC$=RIGHT$("00000"+MID$(STR
$(SC),2),6)
8910 PRINTCHR$(19);CHR$(30);SPC(
5);SC$:RETURN
8915 LI$=RIGHT$("0"+MID$(STR$(LI
),2),2)
8920 PRINTCHR$(19);CHR$(30);SPC(
17);LI$:RETURN
8925 LV$=RIGHT$("0"+MID$(STR$(LV
),2),2)
8930 PRINTCHR$(19);CHR$(30);SPC(
25);LV$:RETURN
8935 AR$=RIGHT$("00"+MID$(STR$(A
R),2),3)
8940 PRINTCHR$(19);CHR$(30);SPC(
37);AR$:RETURN
8945 FORZZ=0T07:POKEV+(2*ZZ),0:P
OKEV+(2*ZZ)+1,0:NEXTZZ:POKEV+16,
0:POKE254,1
8950 POKEV+21,0:FORZZ=0T024:POKE
S+ZZ,0:NEXTZZ:JJ=127:DX=0:DY=0:X
P=172:YP=220
8955 POKE34808,43:POKE34809,63:P
OKE34810,62:RETURN
8960 FORZZ=1T0500:POKE55296+INT(
RND(1)*920),INT(RND(1)*14)+2:NEX
TZZ
```

```
8965 FORZZ=1T0460:POKE55295+ZZ,4
:POKE56216+ZZ,4:FORXX=1T010:NEXT
XX,ZZ:GOTO6120
8970 NN=EN:EN=EN-(LV/4):IFEN<0TH
ENEN=0:GOTO3500
8975 FORZZ=ENTONN:POKE33832+ZZ,3
2:NEXTZZ:RETURN
8980 PRINTCHR$(19);CHR$(144);SPC
(85);"ROOM (";CHR$(X+64);"/";CHR
$(Y+64);")";
8983 GOTO8065
8985 REM
8990 REM --- SONIX ---
8995 REM
9000 POKE$+24,15:POKE$+5,136:POK
ES+6,130:POKE$+4,33:POKE$+1,3:PO
KE$,155
9005 FORZZ=1T0500:NEXTZZ:POKE$+1
,4:POKE$,73:FORZZ=1T0750
9010 NEXTZZ:POKE$+1,3:POKE$,54:F
ORZZ=1T01250:NEXTZZ:POKE$+4,0
9015 POKE$+5,0:POKE$+6,0:RETURN
9020 POKE$+24,15:POKE$+5,34:POKE
$+6,130:POKE$+4,17:POKE$+1,57:PO
KE$,172
9025 FORZZ=1T0125:NEXTZZ:POKE$+1
,64:POKE$,188:FORZZ=1T0125
9030 NEXTZZ:POKE$+1,51:POKE$,97:
FORZZ=1T0125:NEXTZZ:POKE$+1,57
9035 POKE$,172:FORZZ=1T0500:NEXT
ZZ:POKE$+4,0:POKE$+5,0:POKE$+6,0
:RETURN
9040 POKE$+24,15:POKE$+5,17:POKE
$+6,130:POKE$+4,33:POKE$+1,4:POK
ES,73
9045 FORZZ=1T01000:NEXTZZ:POKE$+
1,5:POKE$,185:FORZZ=1T0750
9050 NEXTZZ:POKE$+1,3:POKE$,155:
FORZZ=1T01500:NEXTZZ:POKE$+4,0
9055 POKE$+5,0:POKE$+6,0:RETURN
9060 POKE$+24,15:POKE$+5,130:POK
ES+6,130:POKE$+4,33
9065 X1=2:Y1=100:X2=1:Y2=10:QQ=0
9070 POKE$+1,X1:POKE$,Y1:FORZZ=1
T075:NEXTZZ:QQ=QQ+1:X1=X1+X2:Y1=
Y1+Y2
9075 IFQQ=9THENY2=-Y2:X2=-X2
9080 IFQQ>16THENPOKE$+4,0:POKE$+
5,0:POKE$+6,0:RETURN
9085 GOTO9070
9090 POKE$+24,15:POKE$+4,65:POKE
$+5,100:POKE$+3,0:POKE$+2,255:PO
KE$+6,195
9095 FORZZ=1T014:POKE$+1,NT(ZZ,0
):POKE$,NT(ZZ,1):POKE$+4,65
9100 FORXX=1T0100:NEXTXX:POKE$+4
,64:NEXTZZ:POKE$+4,65
9105 POKE$+1,34:POKE$,75:FORZZ=1
T0250:NEXTZZ:POKE$+4,64:POKE$+1,
0:POKE$,0
9110 RETURN
9115 FORZZ=0T014STEP7:POKE$+5+ZZ
,33:POKE$+6+ZZ,255:POKE$+4+ZZ,33
:NEXTZZ
9120 POKE$+24,15:FORZZ=7T01STEP-
1:POKE$+1,ZZ:POKE$+8,ZZ:POKE$+15
,ZZ:POKE$,6
9125 FORXX=1T0200:NEXTXX,ZZ:FORZ
Z=15T00STEP-1:POKE$+24,ZZ:NEXTZZ
:RETURN
9995 REM
10000 REM --- SPRITE DATA ---
10005 REM
10010 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10020 DATA020,000,000,170,000,00
2,170,128,003,170,192,000,170,00
0,000,040
10030 DATA000,002,170,128,010,11
9,160,014,221,176,010,170,160,00
2,170,128
10040 DATA000,255,000,002,170,12
8,000,255,000,002,170,128,000,15
0,000,000
10050 DATA000,248,000,003,254,00
0,015,223,128,031,223,192,063,14
3,224,063
10060 DATA143,224,127,143,240,12
7,223,240,255,223,248,241,252,12
```



10370 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10380 DATA060,000,000,000,126,000,00  
 0,231,000,001,195,128,003,129,19  
 2,007,255  
 10390 DATA224,003,129,192,001,19  
 5,128,000,231,000,000,126,000,00  
 0,060,000  
 10400 DATA000,060,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10410 DATA000,000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,096,006  
 10420 DATA000,096,014,000,112,02  
 8,000,056,056,000,028,112,000,01  
 4,255,255  
 10430 DATA255,112,000,014,056,00  
 0,028,028,000,056,014,000,112,00  
 6,000,096  
 10440 DATA006,000,096,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10450 DATA255,255,224,128,000,02  
 4,128,000,004,255,255,226,000,00  
 0,018,000  
 10460 DATA000,009,240,000,009,14  
 4,000,009,144,000,018,159,255,22  
 6,128,000  
 10470 DATA004,128,000,024,158,12  
 7,224,146,064,000,146,064,000,14  
 6,064,000  
 10480 DATA145,032,000,145,031,25  
 5,144,128,001,144,096,001,240,03  
 1,255,000  
 10490 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10500 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10510 DATA000,015,255,240,063,25  
 5,252,252,000,063,240,000,015,24  
 0,000,015  
 10520 DATA240,000,015,240,000,01  
 5,252,000,063,063,255,252,015,25  
 5,240,255  
 10530 DATA000,000,015,000,000,01  
 5,000,000,015,000,000,015,000,00  
 0,015,000  
 10540 DATA000,015,000,000,015,00  
 0,000,015,000,000,015,000,000,01  
 5,000,000  
 10550 DATA015,015,255,207,063,25  
 5,255,252,000,255,240,000,063,24  
 0,000,015  
 10560 DATA240,000,015,240,000,06  
 3,252,000,255,063,255,255,015,25  
 5,207,255  
 10570 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10580 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10590 DATA000,243,255,240,255,25  
 5,252,255,000,063,252,000,015,24  
 0,000,015  
 10600 DATA240,000,015,240,000,01  
 5,240,000,015,240,000,015,240,00  
 0,015,255  
 10610 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10620 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10630 DATA000,015,255,240,063,25  
 5,252,252,000,063,240,000,015,25  
 5,255,255  
 10640 DATA255,255,255,240,000,00  
 0,252,000,000,063,255,240,015,25  
 5,240,255  
 10650 DATA240,000,015,240,000,01  
 5,240,000,015,240,000,015,240,00  
 0,015,240  
 10660 DATA000,015,240,000,015,25  
 2,000,063,063,255,255,015,255,25  
 5,000,000

10670 DATA015,000,000,015,000,00  
 0,015,000,000,015,000,000,015,00  
 0,000,015  
 10680 DATA000,000,015,000,000,01  
 5,000,000,015,000,000,015,000,00  
 0,015,255  
 10690 DATA000,000,000,000,000,00  
 0,000,000,000,012,195,048,051,00  
 0,204,204  
 10700 DATA020,051,048,170,012,19  
 4,170,131,051,170,204,192,170,00  
 3,048,040  
 10710 DATA012,194,170,131,058,11  
 9,172,206,221,179,058,170,172,19  
 4,170,131  
 10720 DATA048,255,012,194,170,13  
 1,048,255,012,194,170,131,048,15  
 0,012,000  
 10730 DATA004,000,016,040,000,04  
 0,168,000,042,008,016,008,040,05  
 2,040,000  
 10740 DATA000,160,000,076,032,00  
 0,000,000,003,136,192,032,000,00  
 8,160,000  
 10750 DATA010,224,130,011,160,00  
 4,010,032,193,008,000,008,000,00  
 1,000,000  
 10760 DATA000,195,000,160,000,16  
 8,060,048,060,168,000,042,036,01  
 2,024,000  
 10770 DATA006,000,096,001,000,12  
 8,001,000,128,000,129,000,000,12  
 9,000,000  
 10780 DATA066,000,000,066,000,00  
 0,036,000,000,036,000,007,255,22  
 4,028,000  
 10790 DATA056,048,255,012,028,00  
 0,056,007,255,224,000,024,000,00  
 0,126,000  
 10800 DATA000,024,000,000,126,00  
 0,000,024,000,007,255,224,255,25  
 5,255,000  
 10810 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,000  
 10820 DATA000,000,000,000,000,00  
 0,000,000,000,000,000,000,00  
 0,000,060  
 10830 DATA000,000,126,000,000,25  
 5,000,000,255,000,003,255,192,00  
 6,000,096  
 10840 DATA003,255,192,000,255,00  
 0,000,255,000,000,126,000,000,04  
 0,000,000  
 10845 REM  
 10850 REM --- MAZE DATA ---  
 10855 REM  
 10860 DATA8,12,1,12,9,12,5,13,5,  
 9  
 10865 DATA10,14,9,2,10,10,12,7,9,  
 10  
 10870 DATA6,3,6,9,6,11,10,12,7,3  
 10875 DATA12,13,9,14,13,11,10,6,  
 9,8  
 10880 DATA14,3,14,3,10,6,7,9,6,3  
 10885 DATA10,12,3,12,7,5,9,6,5,9  
 10890 DATA14,3,12,11,12,9,14,13,  
 5,3  
 10895 DATA14,5,3,6,3,14,3,6,13,1  
 10900 DATA6,13,9,12,5,3,12,9,6,9  
 10905 DATA4,3,6,7,5,5,3,6,5,3  
 10910 REM  
 10915 REM --- SHADE DATA ---  
 10920 REM  
 10925 DATA1,15,12,11,0  
 10930 REM  
 10935 REM --- MACHINE CODE ROUTI  
 NE ---  
 10940 REM  
 10945 DATA120,169,192,141,21,3,1  
 69,13,141,20,3,88,96,165,254,208  
 10950 DATA4,198,2,240,3,76,49,23  
 4,173,255,3,133,2,32,35,192  
 10955 DATA76,49,234,162,0,138,74  
 1,68,189,188,2,41,127,240,110,18  
 9  
 10960 DATA188,2,48,51,133,252,25  
 4,0,208,208,9,173,16,208,25,164  
 10965 DATA192,141,16,208,189,0,2  
 08,221,228,2,144,20,138,74,176,8  
 10970 DATA173,16,208,57,164,192,



```
240,8,189,188,2,9,128,157,188,2
10975 DATA198,252,208,210,76,157
,192,41,127,133,252,222,0,208,18
9,0
10980 DATA209,201,255,208,11,173
,16,208,57,172,192,141,16,208,16
9,255
10985 DATA221,208,2,176,20,138,7
4,176,8,173,16,208,57,164,192,20
8
10990 DATA8,189,188,2,41,127,157
,188,2,198,252,208,206,232,224,1
6
10995 DATA208,131,96,234,1,2,4,8
```

```
,16,32,64,128,254,253,251,247
11000 DATA239,223,191,127,13,13,
251,255,0,0,255,255,0,0,255,255
11005 REM
11010 REM --- TUNE DATA ---
11015 REM
11020 DATA51,97,57,172,51,97,38,
126,34,75,38,126,43,52,51,97,38,
126,34,75,32,94
11025 DATA28,214,25,177,28,214
11030 REM
11035 REM / PLEASE NOTE!! THIS G
AME /
11040 REM / MOVES THE MEMORY ARO
```

```
UND /
11045 REM / TO MAKE ROOM FOR SPR
ITE /
11050 REM / DATA.. TO AVOID CRASH
ING /
11055 REM / PLEASE SAVE IT *BEFO
RE* /
11060 REM / YOU >RUNK< IT. THANKS
!!! /
11065 REM
11070 REM --- THAT'S ALL FOLKS!
---
11075 REM
READY.
```



CLASSIFICATION 001	SERIAL NUMBER 672	AUTHORIZATION
AUTHOR RANJEEV SEHDEV		INITIALS
INVESTIGATING OFFICER	AUTHORIZED BY	RS
MELISSA R.	9116876	

# SLITHER SAM

## ATARI

Don't dither but slither hither for Slither Sam. It's time for a little fruit picking. Sam's hungry for points and gets them by grabbing the fruit. But the race is on to beat the clock before time's up. It's a fairly straightforward listing and fun to play. It'll make you want to play it again, Sam.

```
1 TRAP 30000:REM GOTO 30000 ON ERROR
90 REM *****
91 REM *
92 REM *      SLITHER SAM      *
93 REM *
94 REM *      BY      *
95 REM *
96 REM *      RANJEEV SEHDEV 1985  *
97 REM *
98 REM *****
99 REM SET UP VARIABLES
100 Q0=0:Q1=1:Q2=2:Q3=3:Q4=4:Q5=5:Q6=6:Q7=7:Q8=8:Q9=9:Q10=10:Q11=11:Q12=12:Q13=1
3:Q14=14
105 MY1=Q8:MY2=Q14:HI=Q0:XA=Q10:YA=Q10:WHERE=53252
110 GOTO 2000:REM INITIALIZATION
120 POSITION Q0,22:? "HI SCORE:0
130 GOTO 2500:REM SELECT LEVEL
400 POSITION Q0,Q0:? "SCORE:0      TIME:0      LI:";LI;"  FRUITS:";CA
405 POSITION 37,22:? LEVEL:POSITION Q6,Q0:? SC
410 POSITION Q11,Q1:? "!!!!!!!!!!!!!!!!!"
420 X=55:Y=185:POKE PLY,Y:POKE PLL,8:POKE PLX,X:POKE PDR,D1:REM SET POSITION OF
PLAYER 0
```

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LEVEL:0":REM 21 SPACES



```

425 CF=INT(RND(O)*4)+36:REM TYPE OF FRUIT
430 COLOR CO:PLOT XA,YA:REM ERASE FRUIT
440 XA=(RND(O)*34+2):YA=RND(O)*14+4:REM NEW POSITION OF FRUIT
450 COLOR CF:PLOT XA,YA:REM PLOT FRUIT
499 REM MAIN LOOP
500 S=PEEK(632):SOUND Q0,Q0,Q0,Q0:POKE 53278,1:POKE PLX,X:POKE FLY,Y
510 IF S=Q7 AND X<190 THEN X=X+Q2:POKE PDR,D2:SOUND Q0,125,Q12,Q8
520 IF S=Q6 AND X<190 AND Y>75 THEN X=X+Q2:Y=Y-Q2:POKE PDR,D2:SOUND Q0,125,Q12,Q
8
530 IF S=Q11 AND X>54 THEN X=X-Q2:POKE PDR,D1:SOUND Q0,125,Q12,Q8
540 IF S=Q9 AND X>54 AND Y<185 THEN X=X-Q2:Y=Y+Q2:POKE PDR,D1:SOUND Q0,125,Q12,Q
8
550 IF S=Q14 AND Y>75 THEN Y=Y-Q2:POKE PDR,D1:SOUND Q0,125,Q12,Q8
560 IF S=Q5 AND X<190 AND Y<185 THEN X=X+Q2:Y=Y+Q2:POKE PDR,D2:SOUND Q0,125,Q12,
Q8
570 IF S=Q13 AND Y<185 THEN Y=Y+Q2:POKE PDR,D1:SOUND Q0,125,Q12,Q8
580 IF S=Q10 AND X>54 AND Y>75 THEN X=X-Q2:Y=Y-Q2:POKE PDR,D1:SOUND Q0,125,Q12,Q
8
590 IF PEEK(WHERE)<5 AND PEEK(WHERE)>0 THEN GOTO 1200
600 D1=D1+Q8:IF D1>33 THEN D1=Q1:REM NEW FRAME (GOING LEFT)
610 D2=D2+Q8:IF D2>73 THEN D2=41:REM NEW FRAME (GOING RIGHT)
620 TFALL=TFALL+Q1:IF TFALL>FALL THEN GOTO 1000:REM DROP ROCK
630 TIME=TIME+Q1:POSITION 18,Q0: ? TIME
640 IF TIME>998 THEN GOTO 1600:REM GAME OVER
650 TMIS=TMIS+Q1:IF TMIS>MIS THEN GOTO 1400:REM FIRE MISSILE
660 FRUIT=FRUIT+Q1:IF FRUIT>ACO THEN FRUIT=0:GOTO 425:REM CHANGE POSITION OF FRU
IT
670 GOTO 500
999 REM DROP ROCK
1000 XR=RND(O)*34+Q2:YR=Q3
1020 FOR I=Q1 TO 17:YR=YR+Q1:COLOR CR:PLOT XR,YR:COLOR CO:PLOT XR,YR-Q1:SOUND Q0
,I,Q8,Q8
1030 IF PEEK(WHERE)=Q9 OR PEEK(WHERE)=Q11 THEN COLOR CO:PLOT XR,YR:TFALL=Q0:GOTO
1500
1050 IF S=Q11 AND X>54 THEN X=X-Q1:POKE PLX,X:POKE PDR,Q1:REM SLIDE LEFT
1060 IF S=Q7 AND X<190 THEN X=X+Q1:POKE PLX,X:POKE PDR,41:REM SLIDE RIGHT
1070 NEXT I:TFALL=Q0:GOTO 450
1199 REM COLLECTED FRUIT
1200 FOR I=Q1 TO 120:SOUND Q0,I,Q10,Q8:NEXT I
1210 SC=SC+Q10:POSITION Q6,Q0: ? SC
1215 IF SC>EXLI THEN LI=LI+1:EXLI=EXLI+1000:FOR C=1 TO 14:POKE 712,C:NEXT C:POKE
712,0:POSITION 26,Q0: ? LI
1220 CA=CA-Q1:POSITION 36,Q0: ? CA: " ":IF CA<Q1 THEN GOTO 1650
1240 FRUIT=Q0:GOTO 425:REM NEW FRUIT
1399 REM FIRE MISSILE
1400 MX=37:FOR I=Q1 TO 36:MX=MX-Q1:COLOR CM:SOUND Q0,I+20,Q10,Q8:PLOT MX,MY1:PLO
T MX,MY2
1430 IF PEEK(WHERE)=Q10 THEN COLOR CO:PLOT MX,MY1:PLOT MX,MY2:TMIS=0:GOTO 1500
1440 COLOR CO:PLOT MX,MY1:PLOT MX,MY2
1450 IF S=Q14 AND Y>75 THEN Y=Y-Q1:POKE FLY,Y:POKE PDR,D1:REM SLIDE UP
1460 IF S=Q13 AND Y<185 THEN Y=Y+Q1:POKE FLY,Y:POKE PDR,D1:REM SLIDE DOWN
1470 NEXT I:TMIS=Q0:GOTO 450
1499 REM LOOSE A LIFE
1500 FOR S=Q1 TO 255:SOUND Q0,S,Q12,Q8:NEXT S:SOUND Q0,Q0,Q0,Q0
1510 FOR M=Y TO 185:POKE FLY,M:SOUND Q0,M+60,Q10,Q8:FOR W=Q1 TO Q5:NEXT W:NEXT M
1520 FOR M=X TO 55 STEP -1:POKE PLX,M:SOUND Q0,M+80,Q10,Q8:FOR W=Q1 TO Q5:NEXT W
:NEXT M
1540 LI=LI-Q1:POSITION 26,Q0: ? LI:IF LI=Q0 THEN GOTO 1600
1550 GOTO 420

```

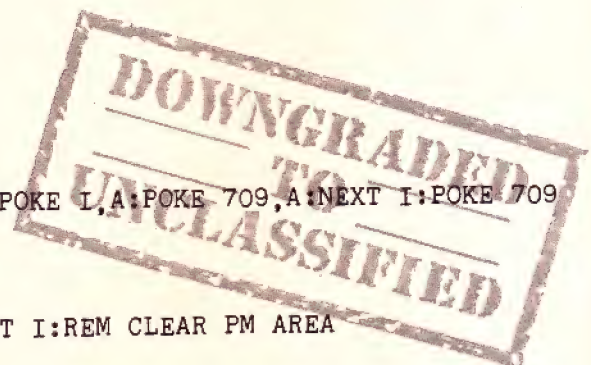


```

1599 REM GAME OVER
1600 SOUND Q0,Q0,Q0,Q0:POSITION Q0,Q0:? "
":FOR W=Q1 TO 300:NEXT W
1610 IF TIME>998 THEN POSITION Q12,Q0:? " OUT OF TIME":FOR W=Q1 TO 500:NEXT W
1620 IF SC>HI THEN HI=SC:POSITION 9,22:? HI
1630 GOTO 2500
1650 SOUND Q0,Q0,Q0,Q0:POSITION Q0,Q0:? "
":FOR W=Q1 TO 200:NEXT W
1660 BONUS=INT(((1000-TIME)*(LEVEL+Q1))/Q2)
1670 POSITION Q12,Q1:? " BONUS ";BONUS;" "
1680 SC=SC+BONUS:FOR W=Q1 TO Q3:FOR S=240 TO 100 STEP -1:SOUND Q0,S,Q10,Q8:NEXT
S:NEXT W:SOUND Q0,Q0,Q0,Q0
1690 LEVEL=LEVEL+Q1:TIME=Q0:IF LEVEL>Q9 THEN LEVEL=Q9
1700 GOSUB 2800
1710 IF SC>EXLI THEN LI=LI+1:EXLI=EXLI+1000:FOR C=1 TO 14:POKE 712,C:NEXT C:POKE
712,0

1720 GOTO 400
1800 END
1999 REM NEW DISLPLY LIST
2000 GRAPHICS 0:POKE 755,Q1
2010 DL=PEEK(560)+256*PEEK(561)+4:REM FIND STARTING OF DISPLAY LIST
2015 POKE DL-1,69:REM 1 LINE OF ANTIC MODE 5. (POK.DL-1,68 FOR A LINE OF ANTIC M
ODE 4)
2020 FOR I=2 TO 24:POKE DL+I,4:NEXT I:REM 23 LINES OF ANTIC MODE 4
2030 POKE 708,54:POKE 709,188:POKE 710,246:POKE 711,8
2069 REM MACHINE CODE TO MOVE CHARACTER STE FROM ROM TO RAM
2070 RESTORE 2090
2080 DIM ML$(32):FOR I=1 TO 32:READ A:ML$(I)=CHR$(A):NEXT I:CH=256*(PEEK(106)-8)
:X=USR(ADR(ML$),57344,CH)
2090 DATA 104,104,133,204,104,133,203,104,133,206,104,133,205,162,4
2100 DATA 160,0,177,203,145,205,136,208,249,230,204,230,206,202,208,240,96
2109 REM REDEFINE NEW CHARACTERS
2110 C=2130:RESTORE 4000:QS=128:QT=207:GOSUB C:QS=264:QT=335:GOSUB C:QS=352:QT=3
91:GOSUB C
2120 QS=400:QT=439:GOSUB C:QS=8:QT=63:GOSUB C:GOTO 2140
2130 FOR I=CH+QS TO CH+QT:READ A:POKE I,A:NEXT I:RETURN
2140 POKE 756,CH/256
2149 REM TITLE PAGE
2150 COLOR 33:PLOT 7,5:DRAWTO 31,5:DRAWTO 31,13:DRAWTO 7,13:DRAWTO 7,4
2160 POSITION 14,8:? "SLITHER SAM":POSITION 12,10:? "R SEHDEV 1985"
2190 REM *****
2191 REM THE FOLLOWING VBLANK
2192 REM ROUTINE AND DATA LINES
2193 REM 4200,4300 WERE OBTAINED
2194 REM FROM
2195 REM COMPUTE! S FIRST BOOK OF
2196 REM ATARI GRAPHICS
2197 REM *****
2199 REM SET UP VBLANK
2200 RESTORE 4200:FOR I=1536 TO 1706:READ A:POKE I,A:POKE 709,A:NEXT I:POKE 709
188
2210 FOR I=1774 TO 1787:POKE I,0:NEXT I
2220 PM=PEEK(106)-16:PMB=PM*256
2230 FOR I=PMB+1023 TO PMB+2047:POKE I,0:NEXT I:REM CLEAR PM AREA
2240 DB=PMB+1:REM LOCATION FOR FIRST FRAME
2250 FOR J=0 TO 9:REM 10 FRAMES FOR PLAYER 0
2255 REM IN THE FOLLOWING LINE
2256 REM 8 IS THE PLAYER HEIGHT
2257 REM 7 IS THE PLAYER HEIGHT-1

```





```

2260 FOR K=DB+J*8 TO DB+J*8+7:READ X:POKE K,X:NEXT K:NEXT J
2280 PLX=53248:PLY=1780:PLL=1784:POKE 704,90
2290 POKE 559,62:POKE 623,1:POKE 1788,PM+4:POKE 53277,3:POKE 54279,PM
2300 PDR=1772:POKE 1771,PM
2310 X=USR(1696):REM CALL UP VBLANK
2349 REM DRAW SCREEN
2350 ? " ":REM CLEAR SCREEN

2360 CO=32:CB=33:CM=162:CR=163:CF=37
2370 COLOR CB:PLOT Q0,Q1:DRAWTO Q0,21:DRAWTO 39,21:DRAWTO 39,Q1:DRAWTO Q0,Q1
2380 COLOR CR:PLOT Q1,Q2:DRAWTO 38,Q2:PLOT Q1,20:DRAWTO 38,20
2390 COLOR CM:PLOT 38,MY1:PLOT 38,MY2
2400 GOTO 120
2499 REM SELECT LEVEL
2500 D1=1:D2=41:TIME=Q0:LI=Q3:SC=Q0:EXLI=2000
2510 IF PEEK(53279)=Q5 THEN LEVEL=LEVEL+Q1:IF LEVEL>Q6 THEN LEVEL=Q0
2520 POSITION Q12,Q0:? "SELECT LEVEL ";LEVEL:FOR W=Q1 TO 20:NEXT W
2530 POSITION Q12,Q1:? " PRESS START "
2540 GOSUB 2800:REM LEVEL DIFFICULTY
2550 IF PEEK(53279)=Q6 OR PEEK(644)=Q0 THEN GOTO 400
2560 GOTO 2510
2799 REM LEVEL DIFFICULTY
2800 IF LEVEL=Q0 THEN FALL=45:ACO=100:MIS=121:CA=30
2810 IF LEVEL=Q1 THEN FALL=40:ACO=100:MIS=111:CA=30
2820 IF LEVEL=Q2 THEN FALL=35:ACO=90:MIS=101:CA=30
2830 IF LEVEL=Q3 THEN FALL=45:ACO=80:MIS=85:CA=25
2840 IF LEVEL=Q4 THEN FALL=45:ACO=70:MIS=75:CA=25
2850 IF LEVEL=Q5 THEN FALL=45:ACO=55:MIS=70:CA=25
2860 IF LEVEL=Q6 THEN FALL=40:ACO=50:MIS=55:CA=25
2870 IF LEVEL=Q7 THEN FALL=30:ACO=40:MIS=45:CA=20
2880 IF LEVEL=Q8 THEN FALL=20:ACO=30:MIS=30:CA=20
2890 IF LEVEL=Q9 THEN FALL=10:ACO=20:MIS=30:CA=15
2900 POKE 77,0:REM PREVENT SCREEN COLOUR FROM CYCLING
2910 RETURN
3999 REM DATA FOR NEW CHARACTERS
4000 DATA 0,84,68,68,68,68,84,0,0,16,80,16,16,16,84,0,0,84,68,4,84,64,84,0,0,84,
4,20,4,68,84,0
4010 DATA 0,68,68,68,84,4,4,0,0,84,64,84,4,68,84,0,0,84,64,84,68,68,84,0,0,84,4,
4,16,16,16,0
4020 DATA 0,84,68,16,68,68,84,0,0,84,68,84,4,4,84,0
4030 DATA 0,84,68,68,84,68,68,0,0,84,68,80,68,68,84,0,0,84,68,64,64,68,84,0,0,80,
68,68,68,68,80,0
4040 DATA 0,84,64,84,64,64,84,0,0,84,64,64,84,64,64,0,0,84,64,64,68,68,84,0,0,68,
68,84,68,68,68,0,0,84,16,16,16
4050 DATA 16,84,0,0,64,64,64,64,84,0,0,68,84,84,68,68,68,0,0,68,84,84,64,68,6
8,0,0,84,68,68,68,68,84,0,0,84
4060 DATA 68,68,84,64,64,0,0,84,68,68,80,68,68,0,0,84,64,84,4,4,84,0,0,84,16,16,
16,16,16,0,0,68,68,68,68,68,84,0
4070 DATA 0,68,68,68,68,16,16,0
4080 DATA 239,239,239,170,254,254,254,170,0,0,170,255,255,170,0,0,20,118,118,118,
118,118,20,0
4090 DATA 24,16,16,84,84,84,16,0,48,8,8,42,42,42,8,0,0,0,40,170,170,170,170,40,1
0,8,20,85,85,85,85,20
4199 REM DATA FOR VBLANK
4200 DATA 162,3,189,244,6,240,89,56,221,240,6,240,83,141,254,6,106,141
4210 DATA 255,6,142,253,6,24,169,0,109,253,6,24,109,252,6,133,204,133
4220 DATA 206,189,240,6,133,203,173,254,6,133,205,189,248,6,170,232,46,255
4230 DATA 6,144,16,168,177,203,145,205,169,0,145,203,136,202,208,244,76,87
4240 DATA 6,160,0,177,203,145,205,169,0,145,203,200,202,208,244,174,253,6
4250 DATA 173,254,6,157,240,6,189,236,6,240,48,133,203,24,138,141,253,6

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4260 DATA 109,235,6,133,204,24,173,253,6,109,252,6,133,206,189,240,6,133  
 4270 DATA 205,189,248,6,170,160,0,177,203,145,205,200,202,208,248,174,253,6  
 4280 DATA 169,0,157,236,6,202,48,3,76,2,6,76,98,228,0,0,104,169  
 4290 DATA 7,162,6,160,0,32,92,228,96  
 4309 REM DATA FOR THE 10 FRAMES FOR PLAYER 0  
 4310 DATA 48,16,56,124,186,72,132,130  
 4320 DATA 48,16,56,56,120,172,72,68  
 4330 DATA 48,16,56,56,120,40,40,16  
 4340 DATA 48,16,56,124,186,56,16,40  
 4350 DATA 48,16,56,56,124,56,72,72  
 4360 DATA 12,8,28,62,93,18,33,65  
 4370 DATA 12,8,28,28,30,53,18,34  
 4380 DATA 12,8,28,28,30,20,20,8  
 4390 DATA 12,8,28,62,93,28,8,20  
 4400 DATA 12,8,28,28,62,28,18,18  
 30000 POKE 53277,0:GRAPHICS 0:?"ERROR ";PEEK(195);" IN FOLLOWING LINE ":LIST PE  
 EK(186)+256\*PEEK(187)

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# TOUCHDOWN

## SPECTRUM

Scattered throughout the Spectrum Galaxy there are eight moonbases waiting for food supplies. Your mission, should you choose to accept, is to, see they get through.

To achieve this you must land your spacecraft at the moon's base, avoiding the asteroids by dodging the rocks or blasting them away with your missiles.

The screen's main display is taken up with

the planet's surface and your moon craft. Below is a panel showing score, high score and lives left.

Floating above the planet are fuel pods which will boost your supplies if you can pick them up. Also on the planet are stranded astronauts which will gain you bonus points if you can rescue them.

Prepare for touchdown...

```
86 IF pa 1 REM "touchdown"
5 POKE 23658,8
10 GO SUB 2000: REM ***title**
*
20 GO SUB 1500: REM ***initial
ise***
30 GO SUB 1000: REM ***screen*
**
40 REM ***main loop***
45 IF b>=0 AND b<=29 THEN PRI
NT AT a,b; INK 6;" "
50 GO SUB 100: REM ***landing
pad***
55 GO SUB 130: REM ***movement
***
60 GO SUB 160: REM ***asteroid
s***
62 IF a=x1 OR a=x2 OR a=x3 OR
```

```
a=x4 THEN GO SUB 200: REM ***ch
eck for crash***
65 PRINT AT 0,fu; INK 4;" ":
IF RND>.5 THEN LET fu=fu-1: IF
fu<0 THEN PRINT AT 0,0;" ": LE
T fu=31
70 IF ATTR (a,b)=4 OR ATTR (a,
b+1)=4 OR ATTR (a,b+2)=4 THEN L
ET score=score+10: LET fuel=fuel
+8: PRINT AT 0,fu;" ": LET fu=3
1
75 LET s$=STR$ score: PRINT AT
20,6-LEN s$; PAPER 6;score
76 IF score>=(5000*i) THEN LE
T life=life+1: LET i=i+1: FOR f=
1 TO life: PRINT AT 20,25+f; PAP
ER 6; INK 2;" ": NEXT f
80 LET fuel=fuel-1: PLOT INVE
```



```
RSE 1;fuel+31,1: DRAW INVERSE 1
;0,5: PLOT INK 0;163,0: DRAW I
NK 0;0,7: IF fuel=0 THEN GO TO
300
```

```
81 IF fuel<25 THEN BEEP .01,2
5: PRINT AT 21,0; INK 6; PAPER 0
; FLASH 1;"FUEL"
```

```
85 IF a=16 AND b=n+1 THEN GO
TO 250
```

```
86 IF pad>8 THEN PRINT AT 17,
man; INK 7;" ": LET man=man-1:
IF man<0 THEN PRINT AT 17,0;"
": LET man=30
```

```
87 IF pad>8 AND a=16 AND b+1=m
an THEN LET score=score+25: PRI
NT AT 17,man;" ": LET man=30
```

```
88 IF pad>8 THEN GO SUB 220
89 IF ATTR (a,b)=5 OR ATTR (a,
b+1)=5 OR ATTR (a,b+2)=5 THEN G
O TO 300
```

```
90 GO TO 40
100 REM ***landing pad***
105 LET n=n-1: IF n=31 THEN PR
INT AT 17,31; INK 7;" ";AT 18,3
1; INK ink;" ": RETURN
107 IF n=30 THEN PRINT AT 17,3
0; INK 7;" ";AT 18,30; INK in
k;" ": RETURN
```

```
109 IF n=29 THEN PRINT AT 17,2
9; INK 7;" ";AT 18,29; INK
ink;" ": RETURN
```

```
110 IF n=28 THEN PRINT AT 17,2
8; INK 7;" ";AT 18,28; IN
K ink;" ": RETURN
```

```
111 IF n=27 THEN PRINT AT 17,2
7; INK 7;" ";AT 18,27;
INK ink;" ": RETURN
```

```
113 IF n=-1 THEN PRINT AT 17,0
; INK 7;" ";AT 18,0; INK
ink;" ": RETURN
```

```
115 IF n=-2 THEN PRINT AT 17,0
; INK 7;" ";AT 18,0; INK i
nk;" ": RETURN
```

```
117 IF n=-3 THEN PRINT AT 17,0
; INK 7;" ";AT 18,0; INK ink
;" ": RETURN
```

```
119 IF n=-4 THEN PRINT AT 17,0
; INK 7;" ";AT 18,0; INK ink;"
": RETURN
```

```
120 IF n=-5 THEN PRINT AT 17,0
;" ";AT 18,0; INK ink;" ": LET
n=32: RETURN
```

```
122 PRINT AT 17,n; INK 7;"
";AT 18,n; INK ink;"
"
```

```
125 RETURN
```

```
130 REM ***movement***
```

```
131 IF b=0 AND (INKEY$="6" OR m
ove=6) THEN LET b=-1: LET dis=1
: LET move=6: PRINT AT a,0; INK
6;" ";AT a,31; INK 6;" ": G
O TO 140
```

```
133 IF b=-1 AND (INKEY$="6" OR
move=6) THEN LET b=-2: LET move
=6: PRINT AT a,0; INK 6;" ";AT
a,30; INK 6;" ": GO TO 140
```

```
135 IF b=-2 AND (INKEY$="6" OR
move=6) THEN LET b=29: LET dis=
0: LET move=6: PRINT AT a,0;" "
;AT a,29; INK 6;" ": GO TO
140
```

```
137 IF b>0 AND (INKEY$="6" OR m
ove=6) THEN LET b=b-1: LET move
=6: PRINT AT a,b; INK 6;"
"
```

```
140 IF b=29 AND (INKEY$="7" OR
move=7) THEN LET b=-1: LET dis=
1: LET move=7: PRINT AT a,29; IN
K 6;" ";AT a,0; INK 6;" ":
GO TO 150
```

```
141 IF b=-1 AND (INKEY$="7" OR
move=7) THEN LET b=-2: LET move
=7: PRINT AT a,30; INK 6;" ";A
T a,0; INK 6;" ": GO TO 150
```

```
143 IF b=-2 AND (INKEY$="7" OR
move=7) THEN LET b=0: LET dis=0
: LET move=7: PRINT AT a,30;" "
;AT a,0; INK 6;" ": GO TO 1
50
```

```
145 IF b<29 AND (INKEY$="7" OR
move=7) THEN LET b=b+1: LET mov
e=7: PRINT AT a,b-1; INK 6;"
"
```

```
150 IF (INKEY$="8" OR move=8) A
ND dis=0 THEN LET a=a+1: LET mo
ve=8: PRINT AT a-1,b;" ";AT a,
b; INK 6;" "
```

```
151 IF a=17 THEN GO TO 300
153 IF a>0 AND dis=0 AND (INKEY
$="9" OR move=9) THEN LET a=a-1
: LET move=9: PRINT AT a,b; INK
6;" ";AT a+1,b;" "
```

```
154 IF INKEY$="0" AND mis>0 THE
N GO SUB 230
```

```
155 IF fire=1 THEN GO SUB 232
156 IF INKEY$<>" " OR move<>0 TH
EN BEEP .01,-20
```

```
157 RETURN
```

```
160 REM ***asteroids***
```

```
165 PRINT AT x1,0; INK 2;a$: LE
T a$=a$((ast+1) TO 32)+a$(1 TO a
st)
```

```
170 PRINT AT x2,0; INK 2;b$: LE
T b$=b$((ast+1) TO 32)+b$(1 TO a
st)
```

```
175 PRINT AT x3,0; INK 2;c$: LE
T c$=c$((ast+1) TO 32)+c$(1 TO a
st)
```

```
180 PRINT AT x4,0; INK 2;d$: LE
T d$=d$((ast+1) TO 32)+d$(1 TO a
st)
```

```
185 RETURN
```

```
200 REM ***check for crash***
```

```
202 IF SCREEN$ (a,b)<>" " THEN
```



```

GO TO 300
203 IF SCREEN$ (a,b+1)<>" " THE
N GO TO 300
204 IF SCREEN$ (a,b+2)<>" " THE
N GO TO 300
205 IF ATTR (a,b)=5 OR ATTR (a,
b+1)=5 OR ATTR (a,b+2)=5 THEN G
O TO 300
210 RETURN
220 REM ***alien ship***
221 IF s2<b AND s2<30 THEN LET
s2=s2+1: PRINT AT s1,s2-1: INK
0;" ";AT s1,s2: INK 5;" ": RE
TURN
222 IF s2>b AND s2>0 THEN LET
s2=s2-1: PRINT AT s1,s2: INK 5;"
";AT s1,s2+2: INK 0;" ": RET
URN
223 IF s1<a AND s1<17 THEN LET
s1=s1+1: PRINT AT s1,s2: INK 5;
" ";AT s1-1,s2;" ": RETURN
224 IF s1>a AND s1>0 THEN LET
s1=s1-1: PRINT AT s1,s2: INK 5;"
";AT s1+1,s2;" ": RETURN
226 RETURN
230 REM ***fire missile***
231 LET m1=a: LET m2=b+3: LET f
ire=1: LET mis=mis-1
232 LET m2=m2+1: IF m2=30 THEN
PRINT AT m1,29;" ": LET fire=
0: RETURN
233 PRINT AT m1,m2-1: INK 7;"
": IF m1<>x1 AND m1<>x2 AND m1<
>x3 AND m1<>x4 AND (pad>8 AND m1
<>s1) THEN RETURN
234 IF SCREEN$ (m1,m2+1)=" " TH
EN RETURN
235 IF SCREEN$ (m1,m2+1)<>" " T
HEN PRINT AT m1,m2+1: INK 6; OV
ER 1;" ": PRINT AT m1,m2;" ":
BEEP .1,-25: LET score=score+50
: LET fire=0
236 IF m1=x1 THEN LET a$(m2+1
TO m2+3)=" "
237 IF m1=x2 THEN LET b$(m2+1
TO m2+3)=" "
238 IF m1=x3 THEN LET c$(m2+1
TO m2+3)=" "
239 IF m1=x4 THEN LET d$(m2+1
TO m2+3)=" "
240 IF m1=s1 THEN LET s1=16: L
ET s2=0: LET score=score+50: PRI
NT AT m1,m2+1;" ": RETURN
241 RETURN
250 REM ***next planet***
255 FOR f=1 TO 3: FOR x=10 TO 1
4: BEEP .1,x: NEXT x: PAUSE 5: N
EXT f: PAUSE 5: BEEP .2,10: BEEP
.2,14
257 FOR f=fuel TO 0 STEP -1: PL
OT INVERSE 1;f+32,1: DRAW INVE
RSE 1;0,5: BEEP .01,f-60: LET sc

```

```

ore=score+10: LET s$=STR$ score:
PRINT AT 20,6-LEN s$: PAPER 6;s
core
258 NEXT f
260 FOR f=n TO 28: PRINT AT 16,
f: INK 6;" ": BEEP .01,-20
: PAUSE 3: NEXT f: PRINT AT 16,2
9: INK 6;" ": BEEP .01,-20:
PRINT AT 16,30: INK 6;" ": BEE
P .01,-20: PRINT AT 16,31;" "
265 LET pad=pad+1: IF pad>8 THE
N LET man=20: LET s1=16: LET s2
=0
270 LET p=p+6: IF p>43 THEN LE
T p=1
277 LET ink=ink+1: IF ink=8 THE
N LET ink=7
278 IF (pad-1)/8=INT ((pad-1)/8
) THEN LET ink=1: IF pad>16 THE
N LET ast=ast+1
279 GO SUB 1512
280 GO TO 30
300 REM ***lose a life***
302 FOR f=1 TO 21: PRINT AT a,b
: INK 6; OVER 1;" ": BEEP .
01,-25: OUT 254,f: NEXT f
305 LET life=life-1: IF life<0
THEN GO TO 400
310 FOR f=1 TO 22: POKE 23692,-
1: PRINT AT 21,0: PRINT : BEEP .
01,f+5: NEXT f
315 GO SUB 1540
320 GO TO 30
400 REM ***game over***
402 PRINT AT 10,12: INK 7;"GAME
OVER": FOR f=5 TO 1 STEP -1: IF
score>h(f) THEN GO TO 410
405 NEXT f: GO TO 450
410 CLS : FOR f=0 TO 20 STEP 2:
PRINT AT f,8: INK 2: PAPER 7: F
LASH 1;"CONGRATULATIONS!": NEXT
f: FOR f=1 TO 21 STEP 2: PRINT A
T f,8: INK 7: PAPER 2: FLASH 1;"
CONGRATULATIONS!": NEXT f: PAUSE
100
415 IF score>h(1) THEN FOR f=5
TO 2 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(1)=score: LET x=1: GO TO 440
420 IF score>h(2) THEN FOR f=5
TO 3 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(2)=score: LET x=2
425 IF score>h(3) THEN FOR f=5
TO 3 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(3)=score: LET x=3
430 IF score>h(4) THEN LET h(5
)=h(4): LET n$(5)=n$(4): LET h(4
)=score: LET x=4
435 IF score>h(5) THEN LET h(5
)=score: LET x=5

```



```

440 INPUT "YOU HAVE ONE OF THE
TOP FIVE      SCORES. ENTER YOUR NA
ME(MAX.8      LETTERS.)";n$(x)
445 IF LEN n$(x)<1 OR LEN n$(x)
>8 THEN GO TO 440
450 REM ***hi-score table***
455 PAPER 0: BORDER 5: INK 7: C
LS
460 PRINT AT 2,5;"TOUCHDOWN HAL
L OF FAM": FOR f=1 TO 29: PRINT
AT 0,f; INK 5;"  ": BEEP .01,
10: PAUSE 5: IF f=24 THEN PRINT
AT 1,26;"E": PAUSE 3: PRINT AT
2,26;"E";AT 1,26;"  ": PAUSE 3
465 NEXT f: PRINT AT 1,30;"  "
470 PRINT AT 4,6; INK 6;"RANK";
AT 4,14; INK 6;"NAME";AT 4,22;"S
CORE"
475 FOR f=1 TO 5: PRINT AT (f*2
)+4,8; INK f+2;f;AT (f*2)+4,12;
INK f+2;n$(f);AT (f*2)+4,23; INK
f+2;h(f): NEXT f
480 PRINT AT 19,2; PAPER 7; INK
0; FLASH 1;"PRESS ANY KEY FOR A
NEW GAME": PAUSE 0: GO SUB 1510
490 GO TO 30
1000 REM ***screen***
1010 PAPER 0: BORDER 6: INK 0: C
LS
1015 FOR f=19 TO 21: PRINT AT f,
0; PAPER 6;"
  ": NEXT f
1020 PRINT AT 19,0; PAPER 6;"SCO
RE";AT 19,12; PAPER 6;"HI-SCORE"
;AT 19,25; PAPER 6;"LIVES"
1025 PRINT AT 20,0; PAPER 6;"000
000";AT 20,13;"000000": LET s$=S
TR$ score: LET h$=STR$ h(1): PRI
NT AT 20,6-LEN s$; PAPER 6;score
;AT 20,19-LEN h$; PAPER 6;h(1)
1030 FOR f=1 TO life: PRINT AT 2
0,25+f; INK 2; PAPER 6;"  ": NEX
T f: PRINT AT 21,0; PAPER 0; INK
6;"FUEL": PLOT 32,0: DRAW 131,0
: DRAW 0,7: DRAW -131,0: FOR f=1
TO fuel: PLOT f+31,1: DRAW 0,5:
NEXT f
1035 PRINT AT 21,25; PAPER 1; IN
K 6;p$(p TO p+5): PRINT AT 18,0;
INK ink;"
  "
1040 RETURN
1500 REM ***initialise***
1505 DIM h(5): DIM n$(5,8): FOR
f=1 TO 5: LET h(f)=1000: LET n$(
f)="_": NEXT f: LET i=1
1510 LET score=0: LET life=3: LE
T pad=1: LET ast=1: LET sl=16: L
ET s2=0: LET man=20: LET p$="ALT
AIR VEGA  HOTH NEXXONZETON ENDOR
ALPHUSBESPIN": LET p=1: LET ink

```

```

=1
1512 RESTORE 5010+((INT (RND*8))
*10)
1515 READ z$: LET a$=z$: READ z:
LET x1=z
1520 READ z$: LET b$=z$: READ z:
LET x2=z
1530 READ z$: LET c$=z$: READ z:
LET x3=z
1535 READ z$: LET d$=z$: READ z:
LET x4=z
1537 LET mis=5
1540 LET a=0: LET b=14: LET fuel
=131: LET fire=0: LET move=0: LE
T n=32: LET fu=31: LET dis=0
1541 IF pad>8 THEN LET man=20
1545 RETURN
2000 REM ***title***
2010 PAPER 0: BORDER 0: INK 7: C
LS
2015 LET a$="
  "
2020 FOR n=353 TO 1 STEP -32: PR
INT AT 0,0; INK 5;a$(n TO ): BEE
P .1,(353-n)/32: PAUSE 10: NEXT
n
2030 RESTORE 3000: FOR f=1 TO 19
: READ z$: FOR x=0 TO 7: READ a:
POKE USR z$+x,a: BEEP .01,RND*6
0: NEXT x: PRINT AT 0,0; INK (IN
T (RND*7)+1);a$: NEXT f
2035 PRINT AT 0,0; INK 5;a$
2040 LET a$="
  " by Andrew G
arden
2050 BORDER 2: FOR f=0 TO 29: PR
INT AT 15,f; INK 6;"  ": BEE
P .01,-20: PRINT AT 15,0; INK 7;
a$( TO f+1): NEXT f: PRINT AT 15
,29;"  "
2055 PRINT AT 18,0; INK 6;"DO YO
U NEED INSTRUCTIONS? (Y/N)": IF
INKEY$="Y" THEN GO TO 2070
2060 IF INKEY$="N" THEN RETURN
2065 GO TO 2055
2070 REM ***instructions***
2071 PAPER 1: BORDER 5: INK 7: C
LS
2075 LET a$="TOUCHDOWN++TOUCHDOW
N++TOUCHDOWN+"
2080 RESTORE 4000: FOR f=1 TO 17
: READ z$: FOR x=1 TO LEN z$: PR
INT AT 0,0; PAPER 2; INK 0;a$: I
F x/2=INT (x/2) THEN LET a$=a$(
2 TO 32)+a$(1)
2085 PRINT AT f+1,x-1;z$(x);: BE
EP .01,15: NEXT x: NEXT f
2090 PRINT AT 20,11; INK 6; PAPE
R 0; FLASH 1;"PRESS ANY KEY": PA
USE 0: CLS : PRINT AT 10,0;"OH,W
ATCH OUT FOR THE ALIEN CRAFT": P
AUSE 50: RETURN

```



```

3000 REM ***data for u.d.g's***
3010 DATA "a",239,255,255,239,3,
1,3,7,"b",255,239,199,131,255,12
9,0,129,"c",224,254,255,240,224,
128,192,224
3020 DATA "d",24,62,93,127,218,1
08,28,0,"e",14,123,220,183,189,2
38,121,31,"f",156,118,218,45,253
,86,248,128
3030 DATA "g",0,5,31,53,105,121,
95,254,"h",255,215,54,27,30,15,1
,0,"i",0,128,224,184,204,115,106
,215,"j",253,61,166,124,244,118,
216,176
3040 DATA "k",32,47,127,230,255,
49,49,24,"l",4,244,254,103,255,1
40,140,24,"m",0,0,32,126,126,32,
0,0,"n",24,60,102,239,231,110,60
,24,"o",56,170,130,254,56,56,40,
40,"p",195,231,255,255,255,255,2
55,255
3050 DATA "q",1,3,7,15,31,63,127
,255,"r",128,192,224,240,248,252
,254,255,"s",92,18,12,36,195,204
,1,78
4000 REM ***data for instruction
s***
4010 DATA "MISSION:DELIVER SUPPL
IES TO ALL","THE MOONBASES IN TH
E SPECTRUM","GALAXY.TO DO THIS,Y
OU MUST LAND","AT THE BASE'S LAN
DING PAD","AVOIDING THE ASTEROI
DS","YOU HAVE A MISSILE LAUNCHE
R,BUT","THIS CAN ONLY BE USED 5
TIMES","ON ONE PLANET."
4020 DATA "YOU CAN GAIN EXTRA FU
EL BY","DOCKING WITH ONE OF THE
FLOATING","FUEL PODS( ).","ON H
IGHER SKILL LEVELS,YOU GAIN","EX
TRA POINTS BY RESCUING","ASTRONA
UTS( ).","CONTROLS: 6-LEFT 7-
RIGHT","8-DOWN 9-UP 0-FIRE"
,"(OR USE SINCLAIR INTERFACE 2)"
5000 REM ***data for asteroids**
*
5010 DATA "

```

" ,5, "

" ,10, "

" ,11, "

" ,14

5020 DATA "

" ,3, "

" ,4, "

" ,9, "

" ,1

2

5030 DATA "

" ,1, "

" ,8, "

" ,13, "

" ,14

5040 DATA "

" ,5, "

" ,6, "

" ,9, "

"

" ,10

5050 DATA "

" ,4, "

" ,7, "

" ,13, "

" ,15

5060 DATA "

" ,6, "

"

" ,7, "

" ,12, "

" ,15

5070 DATA "

" ,2, "

" ,11, "

" ,12, "

" ,14

5080 DATA "

" ,4, "

" ,5, "

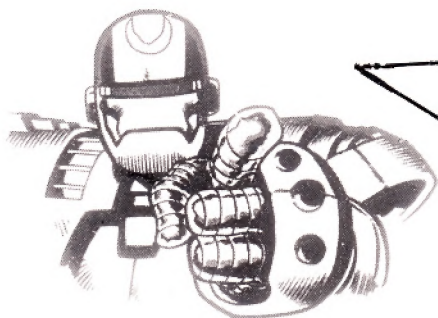
" ,11, "

"

" ,12

**DOWNGRADED  
TO  
UNCLASSIFIED**





*Your Magazine  
Needs You*

We already know our readers are highly intelligent and have immaculate taste. We know that because you buy **Computer + Video Games** each month.

But how good a programmer do you think you are? Up to professional standard — or at least very near it? If so we want to hear from you.

Each month we get sack loads of tapes being sent to us. I.D.E.A.'s Centreal spends literally hundreds of robot hours going through these listings in search of the best. But what we're really looking for are quality games — and we're prepared to raid the old **C + VG** treasure chest and pay you for them.

We get plenty of listing for the Spectrum, Commodore 64 and BBC. But what about Amstrad, Atari — or even the Atari ST. Surely somebody out there is programming games on them?

Okay, so you're a genius with this real humdinger of a program burning a hole in your tape deck or disk drive. What do you do with it?

Just send it to **Computer + Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. And don't forget to complete the printed form below and include full instructions. You would be surprised how many tapes we get where people don't tell us what computer it's for. Why not send us your photograph as well.

***Interested? Then get those fingers flying over your keyboard straight away.***

Program name:.....	
Machine make:.....	Model.....
Other models it should run on:.....Number of K needed to run it:.....	
Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:.....	
Author's name:.....Surname.....	
Address:.....	
.....	
.....Tel: .....Date.....	
Type of game: (If original please say so).....	
Loading instructions.....	
Game instructions: (If not included in the listing).....	
.....	
.....	



# SPEED KING COMPETITION

Holy juggling joysticks! Add a power punch to your game play by winning a sensational Konix Speedking Joystick.

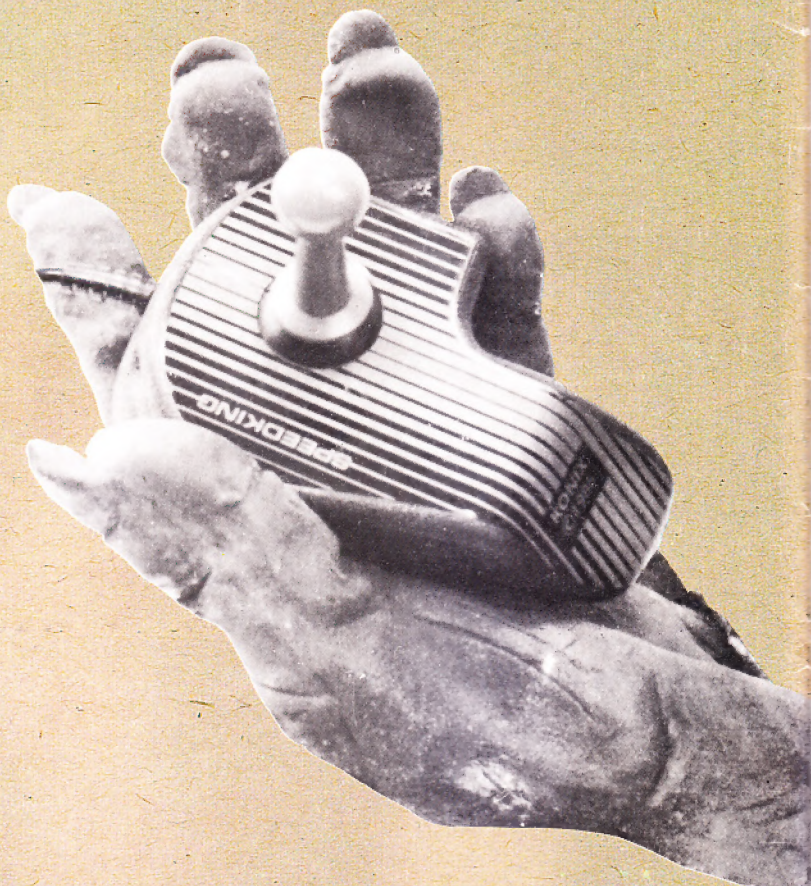
Thanks to Konix we've got 10 of these best-selling hand-held joysticks as prizes in our great Book of Games competition.

Right, how do you get in with a chance of getting your hands wrapped round one of these joysticks? Simple. Printed below is another of C+VG's famous word squares.

Hidden in the jumble of letters are five words which are relevant to this Book of Games. All you have to do is find them.

Send your design to Joystick Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16th and the editor's decision is final.

Don't forget to send the coupon below with your entry.



A	M	B	O	N	D	E	B	U	G
P	E	J	K	O	N	I	X	A	H
I	L	O	D	C	M	F	G	B	U
J	I	Y	S	D	L	K	I	C	N
K	S	S	P	E	F	K	J	U	T
R	S	T	E	Q	G	H	V	W	E
L	A	I	E	T	W	X	Y	Z	R
M	S	C	D	K	I	N	G	A	S
Z	N	K	U	V	Q	X	D	G	F
P	O	T	S	R	Y	Z	E	B	X

## SPEED KING COMPETITION

NAME.....

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